Primer

Introduction

Thank you for purchasing Prima's Official game guide to *LEGO Marvel Super Heroes*. This guide is packed with all the information you need to protect Manhattan and the Earth from the schemes of some of the most powerful villains in the universe.

Let's take a quick look at what you can expect to find in each of the action-packed chapters.

Characters

LEGO Marvel Super Heroes has more than 150 characters for you to find, unlock, and collect! This chapter gives all the details on each figure, including how to unlock them, the costs, and their abilities. It also contains descriptions on all of the different special abilities in the game.

Super Hero Training

Even if you have played LEGO games before, it is a good idea to brush up on the basics of the game. *LEGO Marvel Super Heroes* has some new features. This chapter contains information on the flow of the game, how to attack and get through the levels, and also the inside scoop on how the collectibles can help you out.

Walkthrough

This chapter takes you step by step through all fifteen missions of the campaign in Story mode. Not only does it help you solve all the puzzles and provide tactics on beating the super villains, it also has the goods on how to get all of the minikits and Stan Lee in Perils that can be completed during Story mode. We have included detailed maps to help you navigate these levels.

Free Play

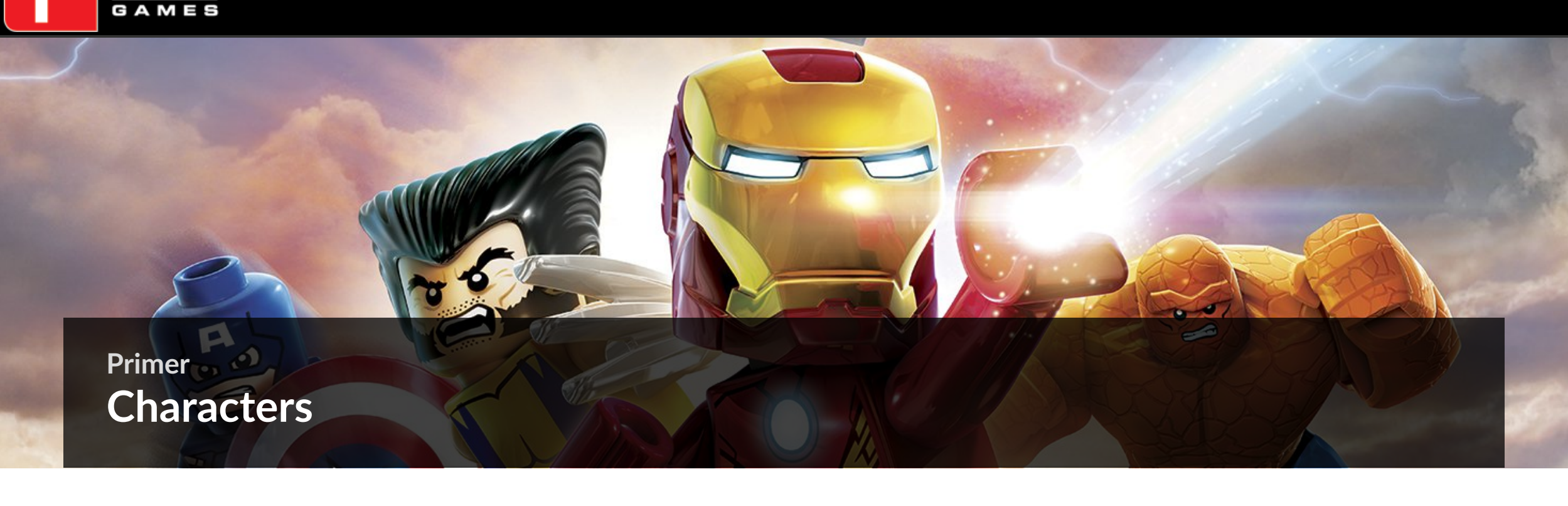
After completing a level in Story mode, you can then play it again in Free Play mode. This chapter focuses on how to get all 10 minikits and the Stan Lee in Peril for each of the 15 missions. As in the walkthrough chapter, we have provided detailed maps for each level that show you the exact location for every collectible so that you don't miss any of them.

Manhattan and the Hubs

When not in one of the levels, you can explore the vast area of Manhattan. This chapter contains information on all the collectibles that you can find while exploring so that you can be sure to get 100 percent completion. In addition, this chapter also provides quick walkthroughs for the 11 hub missions and even the bonus mission. After completing the 15 levels in both Story mode and Free Play, you will spend a lot of time in this chapter finding all the elusive Character and Vehicle Tokens, races, Gold Bricks, and other goodies.

Checklists

Each time you accomplish anything important in *LEGO Marvel Super Heroes* and unlock something, flip to this chapter and check it off on the handy checklists we've provided. Place a mark in all of those check boxes, and you'll know you've done it all!



Primer

Characters

Unlocking Characters

More than 150 unique characters can be unlocked in *LEGO Marvel Super Heroes*. These are super heroes, villains, and even citizens that star in the Story mode mission levels as well as in Free Play. As you unlock them, you can then play as each and every one.

The first few characters you'll unlock are the super heroes you control during the Story mode missions. For example, after playing the first level, Sand Central Station, you unlock Iron Man (Mk6), the Hulk, and Spider-Man. By the time you complete all 15 levels of the Story mode, you'll have a small army of characters with a variety of different abilities. You can use these characters to explore Manhattan and play through the levels again in Free Play mode to find and unlock even more characters.

Note

You can unlock characters in several ways. Some are automatically unlocked and available when you complete the campaign missions, the hub missions, and the bonus mission. Of these characters, some are free unlocks while others require you to pay an amount of studs to be able to use them. Another way to get characters is to find Character Tokens, These can be found in the 11 hub missions as well as scattered about Manhattan. You often have to complete some type of task to get these Tokens. Then you must also pay some studs to be able to use them.

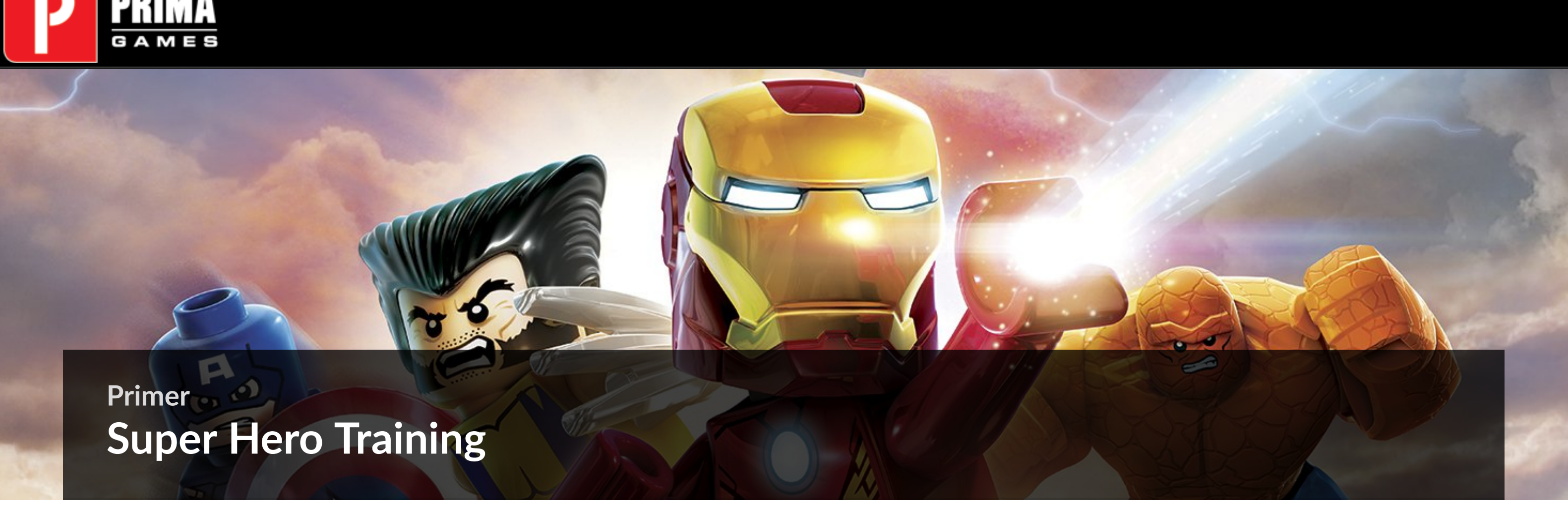
Character Abilities

Most Characters possess at least one ability that adds to their value. Here's a quick rundown of the more than 30 different abilities a character might possess.

Acrobat	These characters can jump between parallel walls and swing from poles to get across gaps.
Beam	Certain characters can use a heat beam to attack. This beam is also the only way to destroy gold objects.
Big	A few characters are so large that they cannot move into smaller areas. They are also the only characters that are unable to assemble loose pieces into objects.
Claws	These characters can use their claws, or other weapon, to activate claw switches.
Cracked	Only characters with this ability can break through walls and floors that have cracks in them.
Dig	Some characters can use their claws to dig up specially marked dig spots.
Disguise	Mystique is the only character who can change her appearance to fool security systems.
Elastic	Mister Fantastic is the only character with this ability. He can use Fantastic 4 pads to change into useful objects needed for completing tasks.
Electricity	Certain characters can charge up with electricity and then attack with an electric beam or transfer the energy to a transformer
Explosive	These characters have weapons that explode and allow them to destroy silver objects.
Flight	Several characters possess the ability to fly through the air and hover. Press the jump button twice to start flying.
Force Field	A few characters can project a force field around them to protect them from attacks.
Glide	Some characters can glide through the air, making a long, slow descent to distant locations.
Grapple	Several characters can pull on grapple handles for a variety of benefits.
Grate	A handful of characters are able to change their body shape or size to fit through grates that can lead to other locations not accessible in any other way.
Hazard	Use these characters to get through the bright green hazardous waste without taking any damage.
Hover	Some characters can hover a short distance above the ground. This allows them to cross dangerous terrain, but not get over gaps.
Ice	A few characters have the ability to use a cold beam to freeze enemies, put out fires, and freeze puddles of water into useful objects.
Invisibility	Some characters can make themselves invisible, which allows them to move past security systems and enemies without being detected or attacked.
Magnetic	Only characters with the magnetic ability can move or manipulate metallic blue objects.
Mind Control	A few characters have the ability to take control of other characters who have a "?" icon over their head.
Power Cosmic	Only a few characters have the ability to assemble cosmic bricks into objects.
Projectile	Many characters have the ability to shoot projectiles at a distance. This ranged attack ability can be from weapons or super powers. However, all ranged attacks function the same. Hold down the attack button to bring up an icon for targeting specific enemies or objects. Then release to fire.
Regenerate	These characters can restore their health over time without having to pick up hearts on the ground.
Sand	Sandman and Sandman Goon are the only characters can move through sand passages or use sandpits to change their shape in order to complete a specific task.
Super Senses	These characters can use this ability to locate hidden objects such as grapple handles or climbable walls, which they can then climb up to get to other locations.
Shield	Captain America can throw his shield at enemies or use it to activate shield switches, to deflect beam and projectile attacks, and to put out fires.
Super-Strength	Several characters possess super-strength, which allows them to use green handles for picking up or pulling on objects for a variety of purposes.
Symbiote	A few characters can move through the black symbiote goo to get to other locations.
Tech	These are the only characters that are smart enough to figure out how to use control pads.
Telekinesis	Characters with this ability can manipulate purple objects and assemble some pieces that no other characters can.
Transform	A few characters can transform from one character to another. For example, Bruce Banner can transform into the Hulk and back. These dual characters can accomplish tasks they could not do without transforming.
Web	A few characters can shoot webs to trap enemies, pull on grapple handles, and stick to walls. They can also web-swing by pressing the jump button twice, which gives them the ability to move through the air by swinging from webs in a way that is similar to flight.

Characters

Icon	Name	Unlocked?	Cost	Abilities
	A.I.M. Agent	Complete That Sinking Feeling Story mission	250000	Projectile
	Abomination	Complete Rock Up at the Lock Up Story mission	250000	Big, Cracked, Hazard, Super-Strength, Projectile, Regenerate
	Absorbing Man	Character Token 1 (Industrial)	150000	None
	Agent Coulson	Complete Tabloid Tidy Up (Daily Bugle Hub mission)	N/A	Explosive, Projectile, Tech
	Aldrich Killian	Complete Rebooted, Resuited Story mission	150000	Beam, Projectile
	Ant-Man	Character Token 3 (Industrial)	150000	Grate
	Archangel	Character Token 2 (Forest District)	150000	Flight, Projectile
	Arnim Zola	Complete Red Head Detention Story mission	200000	Mind Control, Tech, Transform
	Aunt May	Complete Mission 14 (Deadpool)	150000	None
	Beast	Complete Juggernauts and Crosses Story mission	N/A	Acrobat, Claws, Cracked, Dig, Super Senses, Tech
	Beetle	Character Token 5 (Residential)	150000	Explosive, Flight, Projectile, Tech
	Black Bolt	Complete Gambit mission 1 in Central Park	150000	Flight, Projectile, Telekinesis
	Black Cat	Go to cat shop in Chinatown	150000	Acrobat, Claws, Grapple, Super Senses
	Black Panther	Complete Black Panther mission 3 in Chinatown	150000	Acrobat, Claws, Dig, Super Senses
	Black Widow	Complete Times Square Off Story mission	N/A	Acrobat, Invisible, Projectile, Tech
	Blade	Complete Mission 17 (Blade)	150000	Acrobat, Projectile, Regenerate
	Blob	Complete Put Up Your Dukes (Fogwell's Gym Hub mission)	250000	Big, Cracked, Hazard, Super-Strength, Projectile, Regenerate
	Bruce Banner	Complete Sand Central Station Story mission	N/A	Transform
	Bullseye	Character Token 9 (Slums)	150000	Projectile
	Captain America	Complete Sand Central Station Story mission	N/A	Acrobat, Projectile, Shield
	Captain America (Classic)	Complete Bonus Mission	N/A	Acrobat, Projectile, Shield
	Captain Britain	Complete Captain Britain mission 3 in Chinatown	150000	Flight, Projectile, Super Senses, Telekinesis
	Carnage	Character Token 10 (Residential)	150000	Acrobat, Grapple, Projectile, Super Senses,Symbiote, Web
	Colossus	Character Token 11 (Forest District)	150000	Big, Cracked, Super-Strength, Projectile, Regenerate
	Curt Connors	Complete Reptilian Ruckus (Reptopia Hub mission)	200000	Projectile, Tech, Transform
	Cyclops	Complete Bifrosty Reception Story mission	N/A	Beam, Projectile
	Cyclops (Astonishing)	Complete Taxi Mission 2 (Financial District)	150000	Beam, Projectile
	Damage Control	Put out fire on Helicarrier deck	150000	None
	Daredevil	Complete Feeling Fisky (Fisk Towers Hub mission)	N/A	Acrobat, Projectile, Super Senses
	Deadpool	Collect and buy all 11 Deadpool bricks	N/A	Acrobat, Projectile, Regenerate
	Destroyer (Minifig)	Complete Bifrosty Reception Story mission	250000	Beam, Hazard, Projectile
	Doctor Doom	Complete A Doom with a View Story mission	N/A	Electricity, Projectile, Tech
	Doctor Octopus	Complete Times Square Off Story mission	N/A	Grapple, Super Senses, Tech
	Doctor Octopus (Ultimate)	Character Token in Tabloid Tidy Up (Daily Bugle Hub mission)	150000	Grapple, Super Senses, Tech
	Doctor Strange	Complete Stranger Danger (Sanctum Sanctorum Hub mission)	N/A	Beam, Flight, Invisibility, Mind Control, Grate, Tech, Telekinesis
	Doombot	Complete Doctor in the House Story mission	250000	Projectile
	Doombot (V-Series)	Complete A Doom with a View Story mission	175000	Big, Cracked, Super-Strength, Projectile
	Dormammu	Complete Stranger Danger (Sanctum Sanctorum Hub mission)	N/A	Beam, Hazard, Projectile
	Drax	Complete Drax quest 3 on top of Marvel HQ	150000	Acrobat, Power Cosmic, Projectile
	Electro	Complete A Shock Withdrawal (Federal Bank Hub mission)	150000	Electricity, Flight, Projectile
	Electro (Ultimate)	Complete Taxi Mission 2 (Times Square)	150000	Electricity, Flight, Projectile
	Elektra	Character Token 13 (Slums)	150000	Acrobat, Projectile
	Emma Frost	Complete Mission 35 (Professor X)	150000	Force Field, Hazard, Invisibility, Mind Control
	Frost Giant	Complete Bifrosty Reception Story mission	250000	Projectile
	Galactus	Complete The Good, the Bad, and the Hungry Story mission	N/A	Beam, Flight, Power Cosmic, Cracked, Projectile, Regenerate, Telekinesis
	Gambit	Complete Gambit mission 3 in Central Park	150000	Acrobat, Projectile
	Gamora	Complete Mission 46 (Drax)	150000	Acrobat, Projectile
	Ghost Rider	Complete Stunt Show Surprise (Circus Tent Hub mission)	150000	Beam,Explosive, Grapple, Hazard, Projectile
	Green Goblin	Complete Doctor in the House Story mission	N/A	Flight, Projectile, Tech
	Green Goblin (Ultimate)	Character Token in The Thrill of the Chess (Raft Hub mission)	175000	Big, Cracked, Super-Strength, Projectile
	Groot	Complete Mission 42 (Groot)	150000	Big, Cracked, Super-Strength, Projectile
	Gwen Stacy	Complete Mission 47 (Drax)	150000	None
	H.E.R.B.I.E.	Complete Times Square Off Story mission	200000	Tech
	Havok	Character Token 16 (Forest District)	150000	Beam, Projectile
	Hawkeye	Complete Times Square Off Story mission	N/A	Acrobat, Explosive, Grapple, Projectile
	Heimdall	Complete Mission 31 (Heimdall)	200000	None
	Howard the Duck	Complete Nuff Said (Marvel HQ Hub mission)	25000	Acrobat, Explosive, Projectile
	Hulk	Complete Sand Central Station Story mission	N/A	Big, Cracked, Hazard, Super-Strength, Projectile, Transform
	Human Torch	Complete Red Head Detention Story mission	N/A	Beam, Flight, Hazard, Projectile, Transform
	Hydra Agent	Character Token 28 (Forest District)	12500	Projectile
	Iceman	Complete Juggernauts and Crosses Story mission	N/A	Glide, Ice, Projectile
	Invisible Woman	Complete Juggernauts and Crosses Story mission	N/A	Force Field, Invisibility, Projectile, Telekinesis
	Invisible Woman (F.F.)	Character Token in Stranger Danger (Sanctum Sanctorum Hub mission)	200000	Force Field, Invisibility, Projectile, Telekinesis
	Iron Fist	Complete Blade mission 2 in Chinatown	150000	Acrobat
	Iron Man (Heartbreaker)	Character Token in House Party Protocol (Stark Tower Hub mission)	150000	Beam, Explosive, Flight, Projectile, Tech
	Iron Man (Heroic Age)	Complete Mission 31 (Heimdall)	200000	Explosive, Flight, Projectile, Tech
	Iron Man (Hulkbuster)	Complete task on helipad of Stark Tower	150000	Big, Explosive, Cracked, Hazard, Hover, Super-Strength, Projectile
	Iron Man (Mk1)	Complete Rebooted, Resuited Story mission	N/A	Explosive, Projectile, Tech
	Iron Man (Mk42)	Complete Rebooted, Resuited Story mission	N/A	Beam, Explosive, Flight, Projectile, Tech
	Iron Man (Mk6)	Complete Sand Central Station Story mission	N/A	Explosive, Flight, Projectile, Tech
	Iron Man (Mk7)	Complete House Party Protocol (Stark Tower Hub mission)	N/A	Explosive, Flight, Projectile, Tech
	Iron Patriot	Complete flag puzzle on Empire State Building	150000	Explosive, Flight, Projectile
	J. Jonah Jameson	Complete Tabloid Tidy Up (Daily Bugle Hub mission)	150000	Projectile
	Jean Grey	Complete Bifrosty Reception Story mission	N/A	Force Field, Hazard, Hover, Mind Control, Projectile, Super Senses, Telekinesis
	Juggernaut	Complete Juggernauts and Crosses Story mission	250000	Big, Cracked, Hazard, Super-Strength, Projectile, Regenerate
	Kingpin	Complete Feeling Fisky (Fisk Towers Hub mission)	150000	Big, Cracked, Hazard, Super-Strength, Projectile, Regenerate
	Kingpin Henchman	Character Token in Feeling Fisky (Fisk Towers Hub mission)	150000	Projectile
	Kraven the Hunter	Complete target range outside Reptile House in Central Park	50000	Acrobat, Grapple, Super Senses
	Kurse	Character Token 42 (Times Square)	150000	Big, Cracked, Hazard, Super-Strength, Projectile, Regenerate
	Laufey	Complete Bro-tenheim (Jotunheim Hub mission)	250000	Ice, Projectile
	Leader	Character Token 23 (Industrial)	150000	Mind Control, Projectile, Tech, Telekinesis
	Liberty	Complete Taking Liberties Story mission	250000	None
	Lizard	Complete Reptilian Ruckuss (Reptopia Hub mission)	N/A	Big, Cracked, Super-Strength, Projectile, Regenerate
	Loki	Complete The Good, the Bad, and the Hungry Story mission	N/A	Ice, Mind Control, Projectile, Grate, Telekinesis
	M.O.D.O.K.	Complete That Sinking Feeling Story mission	250000	Beam, Hover, Projectile, Tech
	Magneto	Complete Magnetic Personality Story mission	150000	Hover, Magnetic, Projectile
	Magneto Acolyte	Complete Magnetic Personality Story mission	15000	Beam, Electricity, Projectile
	Malekith	Complete Bro-tenheim (Jotunheim Hub mission)	250000	Acrobat, Mind Control, Projectile, Grate, Telekinesis
	Mandarin	Complete Rebooted, Resuited Story mission	100000	Acrobat, Beam, Mind Control, Projectile, Tech, Telekinesis
	Mandarin (Film)	Character Token in Stunt Show Surprise (Circus Tent Hub mission)	150000	Acrobat, Beam, Mind Control, Projectile, Tech, Telekinesis
	Maria Hill	Complete Marine Hill mission 3 on Helicarrier	150000	Acrobat, Invisibility, Projectile, Tech
	Mary Jane Watson	Character Token 25 (Residential)	150000	None
	Mastermind	Complete Taking Liberties Story mission	250000	Mind Control
	Mini Sentinel	Character Token 32 (Times Square)	150000	Projectile
	Mister Fantastic	Complete Sand Central Station Story mission	N/A	Elastic, Glide, Grapple, Grate, Tech
	Mister Fantastic (F.F.)	Complete Mission 11 (Ghost Rider)	150000	Glide, Grapple, Grate, Tech, Transform
	Moon Knight	Character Token in A Shock Withdrawal (Federal Bank Hub mission)	150000	Acrobat, Projectile
	Ms. Marvel	Character Token in Nuff Said (Marvel HQ Hub mission)	200000	Acrobat, Beam, Flight, Projectile,
	Mysterio	Complete The Thrill of the Chess (Raft Hub mission)	150000	Beam, Invisibility, Mind Control, Projectile, Grate, Tech, Telekinesis
	Mystique	Complete Rapturous Rise Story mission	N/A	Acrobat, Disguise, Projectile, Tech
	Nick Fury	Complete Doctor in the House Story mission	N/A	Invisibility, Projectile, Tech
	Nightmare	Complete Stunt Show Surprise (Circus Tent Hub mission)	250000	Beam, Mind Control, Projectile, Telekinesis
	Nova	Character Token 27	150000	Acrobat, Beam, Power Cosmic, Flight, Projectile
	Pepper Potts	Complete Mission 22 (Black Panther)	150000	Tech
	Peter Parker	Complete Sand Central Station Story mission	N/A	Transform
	Phoenix	Complete Put Up Your Dukes (Fogwell's Gym Hub mission)	200000	Flight, Force Field, Mind Control, Projectile, Regenerate, Telekinesis
	Polaris	Complete TheThrill of the Chess (Raft Hub mission)	150000	Acrobat, Hover, Magnetic, Projectile,
	Power Man	Character Token 24	150000	Big, Cracked, Super-Strength, Projectile
	Professor X	Complete Mission 36 (Professor X)	150000	Mind Control, Tech, Telekinesis
	Psylocke	Complete Mission 20 (Captain Britain)	150000	Acrobat, Force Field, Telekinesis
	Punisher	Complete Mission 5 (Punisher)	150000	Projectile
	Pyro	Complete Juggernauts and Crosses Story mission	150000	Beam, Hazard, Projectile
	Red Hulk	Character Token 7 (Industrial)	150000	Big, Cracked, Hazard, Super-Strength, Projectile, Regenerate, Transform
	Red Skull	Complete Red Head Detention Story mission	200000	Acrobat, Projectile
	Rescue	Complete Mission 23 (Black Panther)	150000	Beam, Flight, Projectile, Tech
	Rhino	Complete Rapturous Rise Story mission	250000	Big, Cracked, Hazard, Super-Strength, Projectile, Regenerate
	Rocket Raccoon	Complete Rocket Racoon mission 3 in Chinatown	150000	Projectile
	Ronan the Accuser	Complete task in a room under Central Park	150000	Projectile
	Roxxon Guard	Complete Sand Central Station Story mission	150000	Projectile
	S.H.I.E.L.D. Agent	Complete turret mini game on the Helicarrier	150000	None
	Sabretooth	Complete Rock Up at the Lock Up Story mission	250000	Acrobat, Claws, Cracked, Dig, Regenerate, Super Senses
	Sandman	Complete Sand Central Station Story mission	175000	Grate, Projectile, Sand
	Sandman Goon	Character Token 35 (Slums)	150000	Grate, Projectile, Sand
	She-Hulk	Character Token 33 (Slums)	150000	Acrobat, Cracked, Hazard, Projectile, Regenerate
	Shocker	Complete A Shock Withdrawl (Federal Bank Hub mission)	150000	Projectile
	Silver Samurai	Character Token 34 (Industrial)	150000	Acrobat, Cracked, Projectile
	Silver Surfer	Complete Mission 9 (Silver Surfer)	1,000,000	Power Cosmic, Flight, Projectile
	Spider-Man	Complete Sand Central Station Story mission	N/A	Acrobat, Grapple, Projectile, Super Senses, Web
	Spider-Man (F.F.)	Complete Mission 10 (Ghost Rider)	150000	Acrobat, Grapple, Projectile, Super Senses, Web
	Spider-Woman	Complete task on west coast of Financial District	150000	Acrobat, Grapple, Projectile, Super Senses, Web
	Squirrel Girl	Character Token 15 (Industrial)	150000	Acrobat, Dig, Glide, Projectile
	Stan Lee	Complete all Stan Lee in Peril rescues	N/A	Acrobat, Claws, Cracked, Dig, Grapple, Mind Control, Projectile, Regenerate, Super Senses, Tech, Telekinesis, Transform, Web
	Star-Lord	Complete Mission 43 (Rocket Raccoon)	150000	Flight, Projectile
	Storm	Complete Juggernauts and Crosses Story mission	N/A	Electricity, Hover, Projectile
	Superior Spider-Man	Character Token 21 (Times Square)	150000	Acrobat, Grapple, Projectile, Super Senses, Web
	Super-Skrull	Character Token 40 (Residential)	150000	Beam, Cracked, Flight, Grapple, Super-Strength, Invisibility, Mind Control, Projectile, Tech
	Symbiote Scientist	Complete Reptilian Ruckuss (Reptopia Hub mission)	150000	None
	Symbiote Scientist (Hazmat)	Complete Exploratory Laboratory Story mission	150000	None
	Taskmaster	Complete task on hovering platoform south of Financial District	150000	Force Field, Grapple, Projectile
	Thing	Complete Doctor in the House Story mission	N/A	Big, Cracked, Hazard, Super-Strength, Projectile
	Thing (F.F.)	Character Token in Reptilian Ruckuss (Reptopia Hub mission)	250000	Big, Cracked, Hazard, Super-Strength, Projectile
	Thor	Complete Bifrosty Reception Story mission	N/A	Cracked, Electricity, Flight, Projectile
	Thor (Classic)	Character token in Bro-tenheim (Jotunheim Hub mission)	200000	Cracked, Electricity, Flight, Projectile
	Toad	Complete Toad mission 3 on Liberty Island	150000	Acrobat, Grapple, Super Senses
	Tony Stark	Complete Rebooted, Resuited Story mission	N/A	Tech
	Tony Stark (Underwear)	Complete Rock Up at the Lock Up Story mission	N/A	Tech
	Venom (Big)	Complete Exploratory Laboratory Story mission	N/A	Big, Cracked, Super-Strength
	Union Jack	Complete Bonus Mission	N/A	Acrobat, Projectile
	Venom	Complete Exploratory Laboratory Story mission	N/A	Acrobat, Grapple, Grate, Projectile, Super Senses, Symbiote, Transform, Web
	Viper	Open a chest in Central Park	150000	Acrobat, Grapple, Projectile
	Vulture	Complete Nuff Said (Marvel HQ Hub mission)	150000	Flight, Projectile
	War Machine	Complete House Party Protocol (Stark Tower Hub mission)	N/A	Explosive, Flight, Projectile
	Wasp	Character Token 36 (Times Square)	150000	Flight, Projectile, Grate
	Whiplash	Character Token 29 (Residential)	150000	Electricity, Grapple
	Wizard	Character Token 37 (Residential)	150000	Flight, Mind Control, Projectile, Tech, Telekinesis
	Wolverine	Complete Rock Up at the Lock Up Story mission	N/A	Acrobat, Claws, Cracked, Dig, Hazard, Regenerate, Super Senses
	Wolverine (Cowl)	Character Token in Put Up Your Dukes (Fogwell's Gym Hub mission)	250000	Acrobat, Claws, Cracked, Dig, Hazard, Regenerate, Super Senses



Primer

Super Hero Training

Do you want to take control of the most powerful super heroes in the universe? Then you are in the right spot. Before you take on villains of all shapes and sizes, it is a good idea to take some time to see what you are getting into—and how to use your great powers for your great responsibility. This chapter provides an overview of what you need to know to get started in *LEGO Marvel Super Heroes*.

Flow of the Game

The action in *LEGO Marvel Super Heroes* starts right away with the first mission—Sand Central Station. After completing the first few levels, you find yourself in Manhattan—the largest hub area in LEGO games' history. You can then continue playing more missions as well as explore the city.

Story Mode

The first time you play a mission, you are playing in Story mode. In this mode, you play as two or more preselected heroes. They vary from mission to mission. In some missions, you may be Spider-Man and Captain America while in others you are Iron Man and the Hulk. Your default heroes for each mission have all the abilities to complete the mission; however, they lack some of the abilities needed to find all of the collectibles in the mission.

Free Play Mode

Once you complete a mission in Story mode, you unlock Free Play mode for that level. That means you can go back to that level and play it again. The difference is that in Free Play mode you can use any of the characters that you have already unlocked to help you get all of those collectibles and tasks you could not complete in Story mode. To go to any of these previously played missions, go to the map view and select the location of that mission. You can then play it again either in Story mode or in Free Play mode.

Tip

Before you revisit any of the levels in Free Play, we strongly suggest that you beat all 15 levels in Story mode. Also, unlock additional characters by exploring the various districts of Manhattan. The more characters you unlock, the more abilities you have at your disposal.

Manhattan

Manhattan is the setting for the game. Almost all of the levels take place in the area around Manhattan—or above it. After each mission, you return to the S.H.I.E.L.D. helicarrier, which serves as your base of operations. Go down the elevator on the deck of the helicarrier to access different areas where you can activate Deadpool bricks, create custom characters, and much more. From the helicarrier, you can jump off one of the jump ramps to skydive down into Manhattan. Then, once on the ground, you can use the map view to select destinations. A hologram and a series of hologram studs then lead you to where you want to go.

As you beat the Story mode missions, you begin unlocking different activities and collectible earning opportunities in Manhattan. By the time you complete the entire 15 mission campaign in Story mode, every collectible is available for you to find and unlock.

In addition to those activities available throughout the city, there are also 11 hub missions. These are mini-missions where you have to complete a task such as defeating a villain. These hub missions are played initially in Story mode with a preset group of heroes. However, after you complete them in Story mode, you can go back and play them in Free Play mode, where you can use all of your unlocked characters. This is important since you will need them to get Character Tokens for unlocking more characters, more Gold Bricks, and the ever-popular Deadpool bricks.

Tip

For a complete overview of everything you can do, see, and collect in the large city, check out the "Manhattan" chapter.

Super Feats

Super heroes are defined by their actions, not just their fancy suits. In *LEGO Marvel Super Heroes*, there is no shortage of super feats that your characters can perform.

Fighting

Since most villains are not willing to stop their illegal actions and come quietly, your super heroes will need to use force and break them into pieces to defeat them. Most goons and henchmen can be defeated by one or two punches. However, the more powerful villains are tougher to defeat and require more hits or specialized attacks. Press the attack button when adjacent to an enemy to punch or attack.

Some characters have special attacks or abilities that can also be used in a fight. For shooting projectiles, press the attack button while at a distance from enemies. Or you can hold down the attack button to make a cursor appear. Drag the cursor over targets and then release the button to fire. Several characters, such as Iron Man, can target several enemies or objects at one time. Then when you release the attack button, they fire off projectiles at each target in turn. Some characters also have special abilities which are activated by pressing the use button. These can be heat beams, cold beams, electric attacks, and more. Play around with each character to learn all of their fighting techniques.

Tip

When you are controlling a character, tips often appear at the bottom of the screen, informing you of what buttons to press to activate that character's unique abilities.

Breaking Stuff

While it may seem more villainous then heroic, smashing stuff is a great way to discover hidden goodies and studs—the currency in LEGO games. Attack everything in sight and see how much property damage you can cause.

Some objects can't be destroyed by normal attacks. They require special abilities, which only certain characters have. Let's review:

- Silver LEGO objects can be destroyed only by explosive attacks, such as Iron Man's rockets or Hawkeye's explosive arrows.
- Gold LEGO objects must be destroyed by heat attacks such as the Human Torch's heat beam or Cyclops optic blast. To use these, hold down the use button and keep the beam on the gold target until it heats up and is destroyed.

Note

See the previous chapter to learn all about every character's abilities and how to unlock each hero and villain.

Building Stuff

After breaking up an object into pieces or even while simply strolling along, look for bouncing LEGO pieces on the ground. This is a clue that those pieces can be assembled into something. Almost all characters, with the exception of the big characters such as Hulk and the Thing, can assemble pieces by holding down the use button. These new objects are usually necessary for completing a task, so if you ever get stuck and don't know what to do, break things and then look for bouncing pieces to assemble.

Note

Bouncing black cosmic bricks can be assembled only by certain characters such as Silver Surfer. Cosmic bricks require the power cosmic ability for building.

Switches and Control Pads

To progress through many levels, you will need to activate a switch, lever, control pad, or a panel at some point. Most of these interactions are obvious; just approach the switch and press the use button to activate them. Some switches require special abilities to activate them. For example, control pads require the tech ability and transformers much be charged up by a character with the electricity ability.

Using Abilities

Special abilities and gadgets are what make a character a super hero. In *LEGO Marvel Super Heroes*, almost every character has at least one special power they can unleash. Most abilities are used by holding down the attack or use button; however, some abilities are passive in nature and simply function all the time. The jump button is used by those characters who can fly or hover as well as web-slingers. Tap the jump button twice to take to the air. See the previous chapter to learn all about each character's unique abilities.

Saving Stan Lee

Have you every noticed that Stan Lee has a cameo in every Marvel movie? Why should it be any different in *LEGO Marvel Super Heroes?* Unfortunately Stan Lee is always in peril in the game. Look for him in each of the 15 story levels and the 11 hub missions. He is trapped and needs to be saved. For most of these rescues, you will need heroes only available in Free Play mode to save him. But try to get him in some of the Story mode missions as well. In addition, Stan Lee gets himself in trouble out in Manhattan, so be sure to look for him while you are exploring the large city and help him out. It is important to save Stan Lee since you are rewarded with a Gold Brick—read on to learn why these are important.

Heroic Rewards

Even super heroes deserve to be rewarded. Check out what you can earn by completing heroic tasks.

Studs

Studs are the currency in LEGO games, and Manhattan is chock-full of them. You'll find studs just lying around, waiting to be collected, and you can discover many more simply by smashing stuff. Studs come in four colors; each color has a different value.

Silver studs are worth 10 studs.
Gold studs are worth 100 studs.
Blue studs are worth 1,000 studs.
Purple studs are worth 10,000 studs.

Collect as many studs as you can since you need them to pay to unlock some characters so you can begin using them. Some characters can be quite expensive, so if you want to unlock all of them and work toward 100 percent completion for the game, you need to amass a considerable amount of studs.

Note

In each level and hub mission, you need to collect a certain number of studs to achieve "True Believer." For most missions, this is not tough if you break every object and collect all the studs you can find. Finding purple studs makes this even easier. However, in a few levels, you really have to look hard to get this award. You earn a Gold Brick for each level or hub mission in which you get "True Believer."

Tip

Purple studs are very valuable and hard to find. Each level contains only a few of them and they are most often hidden. Move your characters behind objects to find these studs that are out of view, or fly up high to find them hovering near the ceiling. They are worth the effort.

Minikits

Minikits are glowing, canister-like objects with blinking lights. They are worth collecting! Every Story level in the game contains 10 minikits for you to find, for a grand total of 150. However, most minikits are tough to find and require you to play the level again in Free Play mode so that you can use characters with specific abilities to get them. It is important to collect these minikits because you get a Gold Brick when you find all 10 in a level.

Gold Bricks

Gold Bricks are important collectibles that can be obtained in many ways. There are 250 Gold Bricks to acquire in the game, so you've got your work cut out for you.

Collect Gold Bricks by doing the following:

- Find them in Manhattan while exploring.
- Beat a level or hub mission in Story Mode.
- Collect all 10 minikits in a level.
- Achieve "True Believer" in a level or hub mission.
- Save Stan Lee in the levels, hub missions, and in Manhattan.

Note

Gold Bricks are important. Some characters can not be unlocked until you collect a certain number of Gold Bricks, and most of the hub missions require a minimum number of Gold Bricks in your collection to access them.

Deadpool Bricks

Deadpool bricks are extremely rare collectibles. There are only 11 of them in the entire game. One Deadpool brick can be found in each of the 11 hub missions. Most can be acquired only by playing those missions in Free Play mode. These bricks let you activate special powers such as stud multipliers, detectors to help you find collectibles, and more. Once you find a Deadpool brick, return to the helicarrier and go to Deadpool's room to activate it.

See the "Hubs" section of the "Manhattan" chapter to find out how to get all 11 Deadpool bricks.

Getting 100% Completion

As you play through *LEGO Marvel Super Heroes*, the game keeps track of your progress, showing the percentage of the game that you have completed. Even after completing the 15 levels of the Story mode campaign, you will find yourself not even a quarter of the way to completion. This may cause you to ask, "What do I need to do to get 100% completion?" In simple terms, the answer is "everything." You have to complete each and every level and collect everything you can collect. Here is a quick rundown of what you need.

- Complete all 15 levels in Story and Free Play modes.
- Complete all 11 hub missions in Story and Free Play modes.
- Achieve "True Believer" for all levels and hub missions.
- Collect all 150 minikits.
- Collect all 250 Gold Bricks.
- Collect all 11 Deadpool bricks.
- Save all 50 Stan Lee in Perils
- Unlock and collect all 153 characters in the game.
- Unlock and collect all 40 vehicles in the game.

Tips for Getting 100%

While you can just play through the game until you get 100% completion, there are a few tips to help you get the achievement quicker and more efficiently.

- Complete all of the levels in Story mode. This unlocks most of the characters you need for Free Play mode.
- Collect the Deadpool bricks with stud multipliers. The sooner you can get these, the more studs you can collect as you play through the levels. Be sure to activate these bonuses in Deadpool's room.
- Complete all of the levels in Free Play mode to get the minikits and Stan Lees. These also provide Gold Bricks.
- Complete all of the hub missions.
- Explore Manhattan to find all of the collectibles such as Character Tokens and Vehicle Tokens.
- Complete all of the races and quests in Manhattan—these earn you Gold Bricks!

Manhattan

Forest

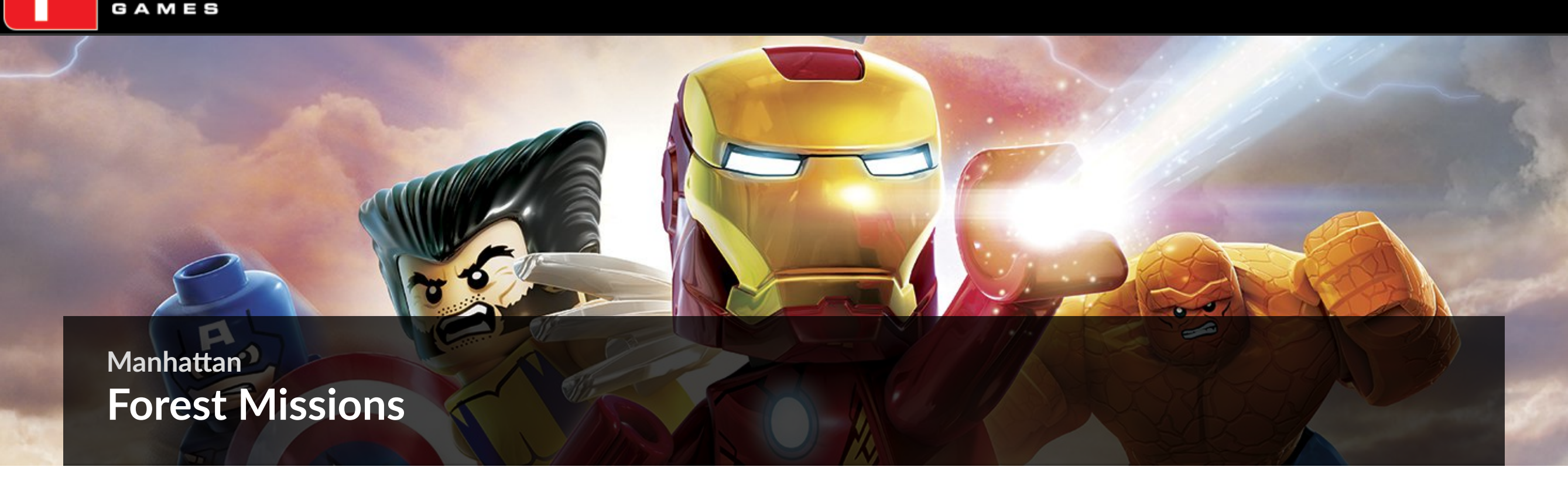
Forest Missions				
Icon	Given by?	Notes	Unlocks	Prerequisite
	Toad	Speak with Toad to begin his lily pad race.	Gold Brick	Level 8: Juggernauts and Crosses
	Ghost Rider	Meet with Ghost Rider along the waterfront for a rematch.	Mister Fantastic (F.F.)	Mission 10 (Ghost Rider)
	Gambit	Gambit needs your help brawling some goons at the X-Mansion.	Mandarin's Helicopter	Mission 28 (Gambit)
	Professor X	Use a character with beam ability to perform a demonstration for one of Professor X's students.	Magneto-Mobile	Level 8: Juggernauts and Crosses
	Professor X	Use mind control to guide the student through the hedge maze at the X-Mansion.	Emma Frost	Mission 34 (Professor X)
	Professor X	Reconstruct the "X" statue in the X-Mansion yard using telekinesis.	Professor X	Mission 35 (Professor X)
	Groot	Play a game of whack-a-mole along the driveway leading to the X-Mansion.	Groot	Mission 41 (Groot)

Forest Character Tokens				
Icon	Character	Notes	Cost	Prerequisite
	Archangel	Use a beam attack to destroy the chutes on the side of a building south of the X-Mansion.	150000	None
	Colossus	Defeat the Sentinel in the X-Mansion courtyard.	150000	Level 8: Juggernauts and Crosses
	Havok	Use Captain America's shield to deflect the lasers on the rooftop and destroy the fan. Activate the shield switch that appears to open the roll-up door at the street level.	150000	None
	Hydra Agent	Smash through the cracked LEGO bricks and use the grapple handles to destroy the shacks on the apartment rooftop.	12500	None

Forest Vehicle Tokens				
Icon	Vehicle	Notes	Cost	Prerequisite
	X - Jet	Use super sense, explosive, and electricity abilities to charge the three electricity switches in the hangar beneath the X-Mansion.	150000	Level 8: Juggernauts and Crosses
	Raft Helicopter	On top of the tower on the Raft, use hyper-strength to rip out the handles there.	150000	Level 4: Rock Up at the Lock Up
	Raft Truck	Dig up the dirt pile on the north shore of the Raft.	150000	Level 4: Rock Up at the Lock Up

Forest Stan Lee in Peril		
Icon	Notes	Prerequisite
	Save Stan Lee from his mishap with the fire hose by melting the ice from and using the nearby claw switch.	Rescue Stan Lee in Peril 3
	Saving Stan Lee this time occurs during the fierce attack on the X-Mansion by the Brotherhood. He is behind a wall of flame, use mind control on him to rebuild the broken pipes and help extinguish the flames.	Rescue Stan Lee in Peril 11
	Destroy the cracked LEGO wall in the central area of the Raft to free Stan Lee.	Rescue Stan Lee in Peril 15
	Put out the flames in the picnic area near the billboard south of the X-Mansion.	Rescue Stan Lee in Peril 16

Forest Gold Bricks			
Icon	Type	Notes	Prerequisite
	Fetch	Help the woman find her dog's toy on the west side of the X-Mansion.	Level 8: Juggernauts and Crosses
	Puzzle	Use telekinesis to rebuild the helipad on the Raft.	Level 4: Rock Up at the Lock Up
	Escort	The woman is at an intersection near the Avenger's Mansion. Across the street, there is a taxi cab parked behind a wrought iron fence. Speak with her and then use the taxi cab to shuttle her to Chinatown.	None
	Puzzle	Destroy the silver LEGO statue of Wolverine in the X-Mansion courtyard.	Level 8: Juggernauts and Crosses
	Puzzle	Charge the three electricity switches on and around the waterfront building to restore power to it.	None
	Puzzle	Access the greenhouse in the northern end of the Forest District by locating and using the sandpit on the nearby beach.	None
	Puzzle	To the right of the X-Mansion's door, use the magnetic ability to manipulate the switch above the dumpster.	None
	Puzzle	Manipulate the tech panel on the back side of the billboard.	None
	Puzzle	Save four citizens from the burning building in the Forest District's south end.	None
	Race	This land race begins at the picnic area near the billboard.	None



Manhattan

Forest Missions

Mission: 1

Given by: Toad

Unlocks: Gold Brick

Cost to Buy: N/A

Prerequisite: Complete Level 8: Juggernauts and Crosses

Speak with Toad on the Northern tip of the Forest District. Toad will cause lily pads to appear just off the nearby beach. Jump onto the first lily pad to begin a race in which you have to bounce from one lily pad to the next, which is indicated by a ring around the lily pad. Win the race to earn yourself a Gold Brick.

Mission: 11

Given by: Ghost Rider

Unlocks: Mister Fantastic (F.F.)

Cost to Buy: 150,000

Prerequisite: Complete Mission 10 (Ghost Rider)

Bring your favorite vehicle over to the southeast corner of the Forest district for a grudge match race against Ghost Rider. As with before, it's best to have a swift vehicle when racing this speed demon. Win the race to unlock Mister Fantastic (F.F.).

Mission: 29

Given by: Gambit

Unlocks: Mandarin's Helicopter

Cost to Buy: 150,000

Prerequisite: Complete Mission 28 (Gambit)

Gambit is waiting for you near the entrance to the X-Mansion. When you speak to him, he informs you that the Brotherhood is on the grounds and they're looking for trouble. Take down these foes as they descend upon you and the Cajun. After enduring the assault, you'll be rewarded with the Vehicle Token for Mandarin's Helicopter.

Mission: 34

Given by: Professor X

Unlocks: Magneto-Mobile

Cost to Buy: 150,000

Prerequisite: Complete Level 8: Juggernauts and Crosses

Speak with Professor X near the tennis courts on the X-Mansion's north side. He asks for your help in encouraging one of his students. Accomplish this by using a character with the beam ability to cut an "X" into the nearby gold LEGO. Your tutoring skills unlock the Magneto-Mobile for you!

Mission: 35

Given by: Professor X

Unlocks: Emma Frost

Cost to Buy: 150,000

Prerequisite: Complete Mission 34 (Professor X)

Speak with Professor X near the tennis courts at the X-Mansion to offer assistance. Use a character with mind control abilities to take control of the female student standing inside the hedge maze and guide her to the LEGO "X" pad on the maze's other side. Your efforts result in unlocking Emma Frost as a playable character.

Mission: 36

Given by: Professor X

Unlocks: Professor X

Cost to Buy: 150,000

Prerequisite: Complete Mission 35 (Professor X)

Professor X has one more task for you. Demonstrate your telekinesis technique for one of his students by rebuilding a LEGO X-Men insignia. After rebuilding the iconic symbol, Professor X himself will be unlocked as a playable character.

Mission: 42

Given by: Groot

Unlocks: Groot

Cost to Buy: 150,000

Prerequisite: Complete Mission 41 (Groot)

Groot's final challenge for you takes place on the driveway leading up to the X-Mansion. You'll have 40 seconds to whack 15 moles. Of course, the fact that they pop out from the rock wall near Groot can make that difficult. Choose a character with the beam ability to even the odds a bit when attempting this challenge. Groot becomes a playable character after you successfully completing the mission.

Forest Character Tokens

Archangel

Abilities Needed: Beam

Cost to Buy: 150,000

Prerequisite: None

This challenge is found at a building immediately southwest of the X-Mansion. Use a character with a beam attack to quickly destroy the chutes on the building's North side. A timer will begin when the first chute is destroyed and the only way to ensure that the timer does not run out is to destroy more chutes until they are all gone. After the chutes are destroyed, Archangel's Token appears.

Colossus

Abilities Needed: Explosive/Beam/Hyper-Strength

Cost to Buy: 150,000

Prerequisite: Complete Level 8: Juggernauts and Crosses

Unlocking Colossus first requires you to confront a Sentinel in the courtyard of the X-Mansion. Taking down the behemoth will require some craftiness on your part. First, destroy the silver LEGO chest piece with an explosive projectile, exposing a gold LEGO plate beneath it. Make quick work of the gold LEGO using a beam attack. The last armor piece is a cracked LEGO. Make use of a character with hyper-strength or Thor's hammer to destroy the cracked LEGO and bring the machine down. Once the Sentinel has fallen, Colossus will be unlocked.

Havok

Abilities Needed: Shield

Cost to Buy: 150,000

Prerequisite: None

This one happens within a small cafe that is locked by a roll-up door. Choose Captain America and locate the small parking lot just around the corner from the cafe. There you'll find a small souvenir shop. To the left of the shop door, use the dumpster to climb up to the ladder. Follow the path to the right around the building as you use the platforms to climb up onto the roof. Once on the roof, dodge the laser cannons and stand on the nearby shield symbol. Now, deflect the lasers toward the fan between the laser cannons. Once the fan is destroyed, a shield switch appears. Throw Captain America's shield at the switch to open the door to the cafe below. Now you can claim Havok's Token!

Hydra Agent

Abilities Needed: Grapple/Hyper Strength

Cost to Buy: 12,500

Prerequisite: None

Smash through the cracked LEGO bricks and pull on the attached grapple handles to destroy the small shacks on top of this apartment building that house the Hydra Agent Token.

Forest Vehicle Tokens

X-Jet

Abilities Needed: Sense/Explosive/Electricity

Cost to Buy: 150,000

Prerequisite: Complete Level 8: Juggernauts and Crosses

The X-Jet Token is found within a hangar beneath the X-Mansion's grounds. A road runs along the west side of the property, leading straight intoa cave that serves as a hangar. Once inside, use a character with sensing ability to locate the first electricity switch on a pillar to the left of the locked chest. After that switch is charged, locate the electricity switch among the beams that support the ceiling. With the second switch charged, only one switch remains. When facing the exit of the cave, locate the silver LEGO panel on the support to the left of the exit. Use a character with explosives to destroy the silver LEGO panel, so that you can charge the electricity switch that was hidden within.

Raft Helicopter

Abilities Needed: Flight/Hyper Strength

Cost to Buy: 150,000

Prerequisite: Complete Level 4: Rock Up at the Lock Up

To unlock the Raft Helicopter, fly up to the top of the tower on the Raft. After locating the green handles on the small structure there, use a character with hyper-strength to tear open the shack and claim the Vehicle Token locked inside.

Raft Truck

Abilities Needed: Dig

Cost to Buy: 150,000

Prerequisite: Complete Level 4: Rock Up at the Lock Up

On the North shore of The Raft, use a character with the Dig ability to unearth a Vehicle Token from one of the dig sites found there. This Vehicle Token unlocks the Raft Truck, making it available for purchase.

Forest Stan Lee in Peril

Stan Lee: 4

Abilities Needed: Beam/Claws

Prerequisite: Rescue Stan Lee in Peril 3

Stan Lee is having a mishap with a fire hose on the eastern shore of the Forest district. As the water pressure flings him around the grassy park area, use a character with the beam ability to melt the ice from the nearby Claw switch. With the ice melted, you can use a hero or villain with claws to deactivate the fire hydrant, sparing Stan from any further torment.

Stan Lee: 12

Abilities Needed: None

Prerequisite: Rescue Stan Lee in Peril 11

At the beginning of Level 8: Juggernauts and Crosses, the X-Mansion is under attack by Magneto and the Brotherhood. Stan Lee is trapped behind a wall of flame near the entrance. Use mind control to guide him to reconstruct the nearby pipes and have him turn the water valve to extinguish the flames, rescuing him in the process. Refer to Page 81 for more details regarding rescuing Stan Lee in Peril 12.

Stan Lee: 16

Abilities Needed: Hyper-Strength

Prerequisite: Rescue Stan Lee in Peril 15

Using a character with hyper-strength, destroy the cracked LEGO walls in the central area of The Raft exterior. One panel releases a prisoner, while the other frees Stan Lee. Your good deed rewards you with a Gold Brick.

Stan Lee: 17

Abilities Needed: Ice

Prerequisite: Rescue Stan Lee in Peril 16

Stan Lee is in trouble! This time, you will find him just south of the X-Mansion in the picnic area beneath the billboard. His barbecue is engulfed in flames, so use a character with the ice ability to extinguish the threat and earn your Gold Brick.

Forest Gold Bricks

Gold Brick: 1

Type: Fetch

Abilities Needed: Sense/Dig

Prerequisite: Complete Level 8: Juggernauts and Crosses

On the west side of the X-Mansion, a woman and her dog are near a small campsite. Her dog has lost its toy in the Forest District around the mansion. After offering your services, use a character with the sensing ability to locate dig sites. After you dig up one site, a trail of studs will lead you to the next. There are seven dig sites total, and they lead you in a snaking path around the mansion. After digging up the last site, return the toy to the woman to receive a Gold Brick for your efforts.

Gold Brick: 14

Type: Puzzle

Abilities Needed: Telekinesis

Prerequisite: Complete Level 4: Rock Up at the Lock Up

A helicopter is due to arrive at The Raft. There's a problem—the "H" of the helipad has been tampered with. Use a character with telekinesis to manipulate the pieces and rebuild the "H" properly to avert disaster!

Gold Brick: 70

Type: Puzzle

Abilities Needed: Explosive

Prerequisite: Complete Level 8: Juggernauts and Crosses

Destroy the silver LEGO Wolverine statue in the courtyard of the X-Mansion to reveal this Gold Brick.

Gold Brick: 73

Type: Puzzle

Abilities Needed: Electricity

Prerequisite: None

Along the east shore directly across from The Raft, a building is in need of power. Use a character with the electricity ability to charge three generators for the building. One is just over the railing; use the platforms to stay above the water. The second is on the side of the building. The third is found on the rooftop. After all three are powered up, the Gold Brick will appear.

Gold Brick: 79

Type: Puzzle

Abilities Needed: Sandpit

Prerequisite: None

Just north of the X-Mansion, you will discover a greenhouse set beside a sandy beach. Inside the greenhouse is a Gold Brick waiting to be claimed. To enter into the greenhouse, destroy the plants on the nearby beach to locate a sandpit. Use Sandman or one of his goons to pass through the sandpit and into the greenhouse, scoring the Gold Brick in the process.

Gold Brick: 80

Type: Puzzle

Abilities Needed: Magnetic

Prerequisite: None

At the entrance to the X-Mansion, look in the small alcove to the right of the door. Destroy the chute above the trash can to reveal a magnetic switch. Manipulate the switch to earn yourself a Gold Brick.

Gold Brick: 81

Type: Puzzle

Abilities Needed: Tech

Prerequisite: None

Near the courtyard of the X-Mansion, a billboard stands over a small picnic area. Use the ladder on the backside of the billboard to climb up to a scaffold. On this scaffold, use a character with tech skills to interact with the panel and complete the circuit to claim a Gold Brick.

Gold Brick: 94

Type: Puzzle

Abilities Needed: Ice

Prerequisite: None

Save four citizens from a burning building in the Forest District's south end. Scaling the building will require a character that can either fly or web-swing, while a character who's able to extinguish the flames (that is, Iceman) is needed to save the citizens.

Gold Brick: 144

Type: Race

Abilities Needed: None

Prerequisite: None

This land race begins near the billboard where Gold Brick 6 is found. After beginning the race, follow the checkpoints to the finish. Bigfig characters (such as Hulk) are faster on foot, if you have not unlocked a vehicle before running the race.

Gold Brick: 147

Type: Race

Abilities Needed: Flight

Prerequisite: None

Use either an air vehicle or character capable of flight to attempt this checkpoint race from the rooftop of the X-Mansion.

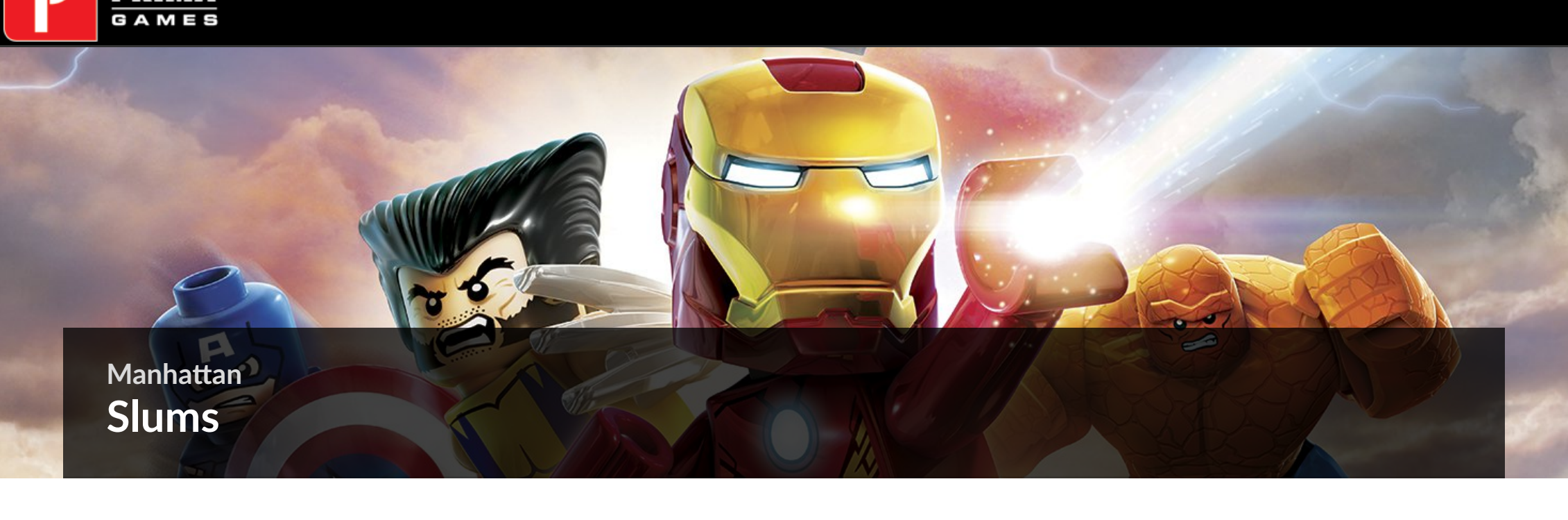
Gold Brick: 31

Type: Escort

Abilities Needed: None

Prerequisite: None

The woman is at an intersection near the Avenger's Mansion. Across the street, there is a taxi cab parked behind a wrought iron fence. Speak with her and then use the taxi cab to shuttle her to Chinatown.



Manhattan
Slums

Slums Missions

Icon	Given by?	Notes	Unlocks	Prerequisite
	Punisher	Get behind the wheel of the Punisher Wagon and run down trucks near Central Park for the Punisher.	Punisher's Truck	Level 4: Rock Up at the Lock Up
	Silver Surfer	Recover the piece of the Silver Surfer's board from the baddies at the Scrap Yard.	Silver Surfer	Complete Mission 8 (Silver Surfer)
	Deadpool	Recover Deadpool's misplaced Flamingo Blade. The blade is found in an alley near the basketball courts.	Deadpool's Helicopter	Complete Mission 13 (Deadpool)
	Deadpool	Meet with Deadpool at the overpass near the basketball courts and beat down the goons that accost you there.	Aunt May	Complete Mission 14 (Deadpool)
	Blade	Track down and destroy some sinister looking villains that are joyriding around the Slums in their golf carts.	Blade	Complete Mission 17 (Blade)
	Rocket Raccoon	Help Rocket Raccoon find his Energy Blade. Destroy a yellow dumpster behind a chain-link fence three blocks east of where Rocket Raccoon is to find it.	Garbage Truck	Level 15: The Good, the Bad, and the Hungry

Slums Character Tokens

Icon	Character	Notes	Cost	Prerequisite
	Bullseye	Climb onto the building rooftops and destroy the four cracked LEGO basketball hoop backboards.	150000	None
	Elektra	On the rooftop, activate the claw switch to open the roll-up door below. Once opened, smash the cracked LEGO wall to reveal the Token.	150000	None
	Power Man	Brawl with some goons in the alley. Take down five of the baddies in 30 seconds to earn your Token.	150000	None
	She-Hulk	Race to destroy the seven cracked LEGO walls scattered around the warehouse property.	150000	None
	Sandman Goon	Along the eastern shore, destroy the cracked LEGO panel on one of the pillars inside the Raft Ferry Port Tunnel.	150000	None

Slums Vehicle Tokens

Icon	Vehicle	Notes	Cost	Prerequisite
	S.H.I.E.L.D. APC	At the Ferry Port, activate the shield switch on the side of the building to unlock a S.H.I.E.L.D. crate on the balcony.	150000	None
	Raid Truck	Destroy the cracked LEGO panel in the Scrap Yard to play a game of whack-a-mole. You'll have 40 seconds to smash 15 of the pesky critters.	150000	None

Slums Gold Bricks

Icon	Type	Notes	Prerequisite
	Escort	Locate the old lady's missing cat. The cat is hanging out two blocks southeast outside of a pizza parlor. Escort the runaway feline back home to receive your prize.	None
	Puzzle	Extinguish the tire fire near the Ferry Port and foil Pyro's plans.	Level 8: Juggernauts and Crosses
	Brawl	Speak with the police officer in the park near the basketball courts to volunteer your services in taking down some escaped inmates.	Level 4: Rock Up at Lock Up
	Brawl	Help the police officer and beat down some thugs in the alley near the pizza parlor.	None
	Brawl	At the Raft Ferry Port, some inmates have taken boats for a joyride. Sink the felons to earn your prize.	Level 4: Rock Up at Lock Up
	Puzzle	Use hyper-strength to pick up the giant LEGO basketball on the courts and hurl it to the hoop.	None
	Puzzle	Destroy the seven red cars on the top level of the parking garage.	None
	Puzzle	Use invisibility to sneak past the lasers and activate the switch. The door at street level opens revealing a Gold Brick.	None
	Puzzle	Use a Bigfig character to jump on the switch in the parking area below the off-ramp.	None
	Puzzle	Destroy the gold LEGO shutter using a beam attack, then activate the claw switch inside to make the Gold Brick appear.	None
	Puzzle	Enter the parking garage and use Captain America's shield on the third level to deactivate the laser grid near the entrance.	None
	Race	An aerial race the starts at the gas station and tours the harbor, zipping you by the Raft and back toward Manhattan.	Level 4: Rock Up at the Lock Up
	Race	Beginning in the turning circle just north of Central Park, this race winds through the streets, coming to an end at Horizon Labs.	None
	Race	This vehicle race begins just east of the basketball courts.	None
	Race	Just south of the Scrap Yard, this high-speed vehicle race begins. As you enter the Ferry Port Tunnel, try to be going against traffic to make passing through the checkpoints easier.	None

Slums Missions

Mission: 4

Given by: The Punisher

Unlocks: Punisher's Truck

Cost to Buy: 150,000

Prerequisite: Complete Level 4: Rock Up at the Lock Up

You'll find the Punisher northeast of Central Park near the docks. He asks for your help in cleaning up criminals driving gross polluters through the streets of the city. To aid you in this task, he offers you the chance to drive the "environmentally friendly" Punisher's Truck. Destroy the offending vehicles and you'll earn a vehicle token for your efforts.

Mission: 9

Given by: Silver Surfer

Unlocks: Silver Surfer

Cost to Buy: 1,000,000

Prerequisite: Complete Mission 8 (Silver Surfer)

Silver Surfer admittedly is getting more careless with his board. Another piece has gone missing and he needs your help to recover it. After speaking with him, head east to the Scrap Yard to locate the piece. Ignore the foes here and focus your attention on the enemy carrying the board piece. Take him out to reclaim the missing brick and return it to the Silver Surfer. Doing so unlocks Silver Surfer in your roster.

Mission: 14

Given by: Deadpool

Unlocks: Deadpool's Helicopter

Cost to Buy: 150,000

Prerequisite: Complete Mission 13 (Deadpool)

Deadpool has misplaced his beloved Flamingo Blade. He needs a "normal" man to find it for him. To find the weapon, head west from the alley and you will come to a fork in the road. Keep going west behind the buildings and you will be near the basketball courts. Look for the pink dumpster and destroy it. Among the pile of LEGO bricks will be the Flamingo Blade! Take the odd weapon back to Deadpool to receive your reward—Deadpool's Helicopter.

Mission: 15

Given by: Deadpool

Unlocks: Aunt May

Cost to Buy: 150,000

Prerequisite: Complete Mission 14 (Deadpool)

Speak with Deadpool beneath the underpass north of the basketball courts to receive your final quest from him. He has run out of ideas though, so he asks you to brawl it out with some A.I.M. Agents this time. Beat down all the baddies that attempt to ambush you to receive your prize. Aunt May unlocks as a playable character for your roster.

Mission: 18

Given by: Blade

Unlocks: Blade

Cost to Buy: 150,000

Prerequisite: Complete Mission 17 (Blade)

Speak with Blade on a rooftop South of the parking structure to receive your final mission from him. He was tracking some sinister looking goons, but they made a break for it and drove off in golf carts. Track down the villains as they speed around the Slums and destroy their vehicles. To show his gratitude, Blade becomes an unlocked character for your roster.

Mission: 43

Given by: Rocket Raccoon

Unlocks: Garbage Truck

Cost to Buy: 150,000

Prerequisite: Complete Level 15: The Good, the Bad, and the Hungry

It seems that Rocket Raccoon has lost his energy blade in a dumpster. Help him out by tracking down the weapon for him. After talking to him, follow Deadpool three blocks east and look for a bright yellow dumpster behind a chain-link fence just south of the intersection near the Scrap Yard. Climb over the fence and smash the dumpsters to find the energy blade among the debris. Take the blade back to Rocket Raccoon to unlock the Garbage Truck vehicle for purchase.

Slums Character Tokens

Bullseye

Abilities Needed: Hyper-Strength/Cracked LEGO

Cost to Buy: 150,000

Prerequisite: None

To earn Bullseye's Token, you'll have to destroy four cracked LEGO panels that are in the form of basketball hoop backboards. Climb onto one of the three rooftops surrounded by the hoops. Use the two broken down cars on the rooftops as projectiles before you attempt to either smash or tear out a chunk of the ground to throw. You'll be timed while doing this, but the 10-second timer resets with each cracked LEGO panel you destroy. Once all four are turned to rubble, the Token will appear for you to claim.

Elektra

Abilities Needed: Claws/Cracked LEGO

Cost to Buy: 150,000

Prerequisite: None

This small nondescript building houses the Token to unlock Elektra. Obtaining the Token will first require you to climb up to the roof. Destroy the fixtures to reveal a claw switch. Once the claw switch is activated, the roll-up door at ground level opens and reveals a cracked LEGO wall. Shatter the wall to reveal Elektra's Token and claim it for yourself.

Power Man

Abilities Needed: None

Cost to Buy: 150,000

Prerequisite: None

Earning the Power Man Token requires you to step into an ambush. Teach these goons a lesson by taking out five of them within 30 seconds and the Token will appear.

She-Hulk

Abilities Needed: Cracked LEGO

Cost to Buy: 150,000

Prerequisite: None

Getting your hands on She-Hulk's Token is going to require a bit of work by a character that can destroy Cracked LEGO walls. Within the yard of the warehouse property where the She-Hulk Token is found, there are seven cracked LEGO panels. After you break the first panel, a 15-second countdown begins. Each time you destroy one of the panels, the counter resets. Because of the timer, it helps to scout the area first before you begin your wrecking activity. Once you successfully destroy all seven panels, the She-Hulk Token appears over the water tower and is yours for the taking.

Sandman Goon

Abilities Needed: Cracked LEGO

Cost to Buy: 150,000

Prerequisite: None

Just south of the docks on the northeastern tip of the island, you'll come across a cracked LEGO panel inside of the Ferry Port Tunnel. Simply smash open the panel to reveal the Sandman Goon Token to add this villain to your roster.

Slums Vehicle Tokens

S.H.I.E.L.D. APC

Abilities Needed: Shield

Cost to Buy: 150,000

Prerequisite: None

Look for a shield switch on the side of one of the buildings at the Ferry Port. Use Cap's shield to activate the switch, which opens a chest on the balcony of the building. To get up there and claim the Token, jump on top of the yellow dumpster on the opposite side of the building. This bounces you up to a higher level, where you can climb a ladder to get up and onto the balcony to claim your prize.

Raid Truck

Abilities Needed: Cracked LEGO/Slam

Cost to Buy: 150,000

Prerequisite: None

Destroy the cracked LEGO brick to begin a game of whack-a-mole. After smashing your first mole, you will have 40 seconds to whack 14 more for a total of 15. Stay in motion, moving in a circle, passing by all of the mole hills and whacking the moles as they pop up. If you decide to switch to a character with a lock-on weapon, keep in mind that it is difficult to hit your targets while staying under the time limit.

Slums Gold Bricks

Gold Brick: 8

Type: Escort

Abilities Needed: None

Prerequisite: None

Speak to an old lady standing outside her home and she will ask you to help her find her missing cat. Follow Deadpool two blocks southeast to a pizza parlor. Continue east and cut down an alley that leads around the back of the pizza parlor, where the old lady's cat is found. Interact with the cat to make it follow you back to the old lady. Keep a steady pace to avoid outrunning the cat and having to go back for it.

Gold Brick: 13

Type: Puzzle

Abilities Needed: Ice

Prerequisite: Complete Level 8: Juggernauts and Crosses

Speak with the attendant near a large pile of tires in the island's northeast end overlooking the harbor. After doing so, that fiend Pyro arrives and sets the tire pile on fire. Using a character with the ice ability, extinguish the blaze and put an end to Pyro's antics to earn yourself a Gold Brick.

Gold Brick: 21

Type: Brawl

Abilities Needed: None

Prerequisite: Complete Level 4: Rock Up at the Lock Up

In the park west of the basketball courts, speak to the police officer and offer your help to round up some of the escaped inmates from the Raft. After your conversation, head toward the basketball courts and you will be ambushed by a horde of inmates. Survive the onslaught and take down the bad guys to earn a Gold Brick.

Gold Brick: 22

Type: Brawl

Abilities Needed: None

Prerequisite: None

This police officer is tired of thugs running things on his beat. After talking to him, follow him around the corner into the alley and deliver some swift justice to the goons that attempt to ambush you there.

Gold Brick: 32

Type: Brawl

Abilities Needed: None

Prerequisite: Complete Level 4: Rock Up at the Lock Up

At the Raft Ferry Port, a hapless ship captain informs you that escaped convicts have stolen his boats for a joyride. Blow the scumbags out of the water and teach them a lesson! If you have a flying character, you can simply hover above the fiends and fire projectiles at them without having to get your feet wet.

Gold Brick: 72

Type: Puzzle

Abilities Needed: Hyper-Strength

Prerequisite: None

Solving this puzzle requires shooting some hoops on the basketball court. Choose a character with hyper-strength and pick up a giant LEGO basketball and hurl it toward the backboard. When the first one shatters, repeat the process on the second hoop and smash that backboard as well to have the Gold Brick appear at half-court.

Gold Brick: 76

Type: Puzzle

Abilities Needed: None

Prerequisite: None

Destroy the seven red cars on the top level of the parking structure to make this Gold Brick appear. Characters with brute strength like the Hulk are useful in destroying all the vehicles in the allotted time.

Gold Brick: 78

Type: Puzzle

Abilities Needed: Invisibility

Prerequisite: None

The Gold Brick is hidden behind a roll-up door at street level. To open this door, choose a character with invisibility and scale the building. Once you're on the ledge, use invisibility to sneak past the two lasers that flank a switch. Activate the switch to open the door below, allowing your to claim the Gold Brick.

Gold Brick: 82

Type: Puzzle

Abilities Needed: Bigfig

Prerequisite: None

Jump on top of the Bigfig pad found in the parking area beneath the train tracks. Once the button is pressed, make your way around the fence and to the other side of the nearby shipping container to claim the Gold Brick from its wall-mounted hub before it closes.

Gold Brick: 86

Type: Puzzle

Abilities Needed: Beam/Claws

Prerequisite: None

Destroy the gold LEGO shutter by using a character's beam attack. Once the shutter is destroyed, use a character with claws to activate the Claw Switch inside. Now that the switch is active, the Gold Brick will appear atop the chimney on the roof of the building. To climb up to the roof, follow the building around the corner and into the alley. In this alley, you will find two climbable walls that can be used to get to the roof and claim the Gold Brick.

Gold Brick: 92

Type: Puzzle

Abilities Needed: Shield

Prerequisite: None

Enter the parking garage by locating the road into the basement on the west side of the structure. Once inside, continue to the third level and activate the shield switch that is found there. Once the switch is activated the laser grid near the entrance on the ground floor deactivates, allowing you to destroy the dumpster inside the alcove and claim your prize.

Gold Brick: 137

Type: Race

Abilities Needed: Flight

Prerequisite: Complete Level 4: Rock Up at the Lock Up

This aerial race leads you from the gas station just north of Central Park and out into the harbor, bypassing the Raft in the process. Fly fast and follow the checkpoints to earn yourself a Gold Brick for your efforts!

Gold Brick: 139

Type: Race

Abilities Needed: None

Prerequisite: None

Beginning in the turning circle north of Central Park, this vehicle race leads you through checkpoints along the western shore and comes to a finish in the Horizon Labs parking lot.

Gold Brick: 142

Type: Race

Abilities Needed: Acrobat

Prerequisite: None

This race is located just east of the basketball courts. Choose an acrobatic character and double-jump over the iron fence to access the acrobat wall that scales the face of the townhouses here. Simply interact within the starting line and wall-jump between the walls to the top and claim your Gold Brick.

Gold Brick: 143

Type: Race

Abilities Needed: None

Prerequisite: None

This land race takes you on a tour of the Slums, moving through the tunnel that runs near the Ferry Port as you snake your way toward the western shore. When entering the tunnel, pay attention to which lane you are in. You'll want to be going against

PRIMA GAMES

Manhattan

Industrial

Industrial Missions				
Icon	Given by?	Notes	Unlocks	Prerequisite
	Toad	Accept Toad's challenge and win the lily pad race along the western waterfront.	Wolverine's Motorcycle	Complete Mission: 1 (Toad)
	Punisher	Speak with the Punisher behind Fogwell's Gym and help him destroy some unruly trucks driving around the area.	Punisher	Complete Mission: 5 (Punisher)
	Ghost Rider	Meet with Ghost Rider on the docks and best him at a vehicle race through the Industrial District and Times Square.	Spiderman (F.F.)	Complete the Circus Tent level
	Black Panther	Brawl with all of the "milk thieves" and help the Black Panther dispense some justice.	Pepper Potts	None
	Black Panther	Use both the magnetic and shield abilities to reveal a Tech Panel near at the docks. As a tech character, solve the memory matching puzzle to unlock Rescue.	Rescue	Complete Mission: 22 (Black Panther)
	Heimdall	Speak with Heimdall near the Bifrost and lay out all of the frost giants that descend on the area.	Iron Man (Heroic Age)	Level 7: Bifrosty Reception
	Rocket Raccoon	Help Rocket Raccoon prove a point to Squirrel Girl and beat down all of the goons in the apartment courtyard.	Star-Lord	Complete Mission: 43 (Rocket Raccoon)

Industrial Character Tokens				
Icon	Character	Notes	Cost	Prerequisite
	Absorbing Man	Smash the LEGO grate near the blue portable toilet at the construction site.	150000	None
	Ant-Man	Dig out the dirt inside of the quonset hut west of the construction site.	150000	None
	Red Hulk	Just southwest of the basketball courts, fight Red Hulk to unlock him for your roster.	150000	None
	Squirrel Girl	Near the blue shack at the docks, use dig to reveal a switch nearby. Once the switch is pressed, use the magnetic ability to activate the switch inside the shack.	150000	None
	Leader	North of Fisk Tower, use an acrobat character to jump between the billboards and claim the Token.	150000	None
	Silver Samurai	On the roof of the apartment building south of the basketball courts, use super sense to determine the maze exit. Then use telekinesis to move the ball to the exit.	150000	None

Industrial Vehicle Tokens				
Icon	Vehicle	Notes	Cost	Prerequisite
	Police Helicopter	Destroy the airborne targets floating over the Industrial District near Fisk Tower.	150000	None
	Mandarin's Buggy	Use mind control on the woman in the guard shack at the construction site. Have her flip the switch inside to open the nearby container.	150000	None
	Police Truck	Use the acrobat walls just west of Horizon Labs, beneath the train tracks to claim the Token.	150000	None
	S.H.I.E.L.D. 4x4	Smash through the scaffolding at the construction site and dig into the soft soil that is exposed.	150000	None

Industrial Stan Lee in Peril		
Icon	Notes	Prerequisite
	Defeat Hulk Stan and return him to normal.	Rescue Stan Lee in Peril 2
	Stan is stuck high atop a smokestack. Smash the cracked LEGO panel at the chimney's base to free him.	Rescue Stan Lee in Peril 8
	Use hyper-strength to lift the fallen dumbbell off of Stan.	Rescue Stan Lee in Peril 12
	Beat down the goons in the construction site to save Stan from the assault.	Rescue Stan Lee in Peril 20

Industrial Gold Bricks			
Icon	Type	Notes	Prerequisite
	Fetch	Go to Columbus Circle (southwest of Central Park) and charge the electricity switch to open the shop door and claim a dapper hat to bring the Asgardian.	Complete Level 7: Bifrosty Reception
	Escort	Use Telekinesis to guide the highwire walker from one building to the next.	None
	Escort	Go pick up pizzas from Little Italy to feed the Horizon Labs staff.	None
	Puzzle	At the construction site, dig into the open pit to access a sandpit that can be passed through to access the Gold Brick.	None
	Puzzle	South of the construction site, follow the road to a fenced in area protected by a laser grid. Use Mister Fantastic to pass through the grate there and flip the switch to turn off the lasers.	None
	Puzzle	While Invisible, run the obstacle course in the factory courtyard to bypass the lasers and security measures.	None
	Puzzle	Locate the greenhouse in the apartment courtyard, use a Beam attack to melt the ice in the pond. Then, use a Grate ability character to slip through and into the greenhouse.	None
	Puzzle	Destroy the S.H.I.E.L.D. crates at the dockyard and use Super Sense where they were to reveal your prize.	None
	Puzzle	Use Hyper-Strength to rip open the door in the causeway beneath Horizon Labs. Follow the hallway that opens and defeat the enemies in the gym to claim the Gold Brick.	None
	Race	This aerial race begins on a rooftop near the Dockyards and tours the Industrial District.	None
	Race	Stand on the Dockyard and fly straight up. Once you are on a level plane with the Helicarrier, you should see the starting line, which is a small hovering platform.	None

Industrial Taxi Missions			
Icon	Notes	Unlocks	Prerequisite
	This fare can be found west of Fisk Tower. Shuttle this fellow to the Empire State Building in the Financial District.	Captain America's Bike	Complete Taxi Mission 2

Industrial Missions

Mission: 2

Given by: Toad

Unlocks: Wolverine's Motorcycle

Cost to Buy: 150,000

Prerequisite: Complete Mission 1 (Toad)

Toad is waiting for you on the waterfront along the western shore near Fisk Tower. Speak with him and he'll challenge you to another lily pad race. Take him up on the offer and complete his challenge to unlock Wolverine's Motorcycle.

Mission: 6

Given by: Punisher

Unlocks: Punisher

Cost to Buy: 150,000

Prerequisite: Complete Mission 5 (Punisher)

Speak with the Punisher behind Fogwell's Gym to receive your final mission from him. This time, he needs some help dispersing "punishment." Some inconsiderate truckers are driving around, sounding their horns excessively and disrupting the peace of the neighborhood. After destroying the trucks as they circle the neighborhood, The Punisher joins your roster as a playable character.

Mission: 10

Given by: Ghost Rider

Unlocks: Spider-Man (F.F.)

Cost to Buy: 150,000

Prerequisite: Complete the Circus Tent Level.

Head to the docks to meet with Ghost Rider. This speed demon challenges you to a vehicle race through the Industrial District. While a vehicle is already present on the docks, it's helpful to "borrow" the police car just east of the docks, near the train tracks. There's no rule against giving Johnny Blaze a bump either, so do what you need to do to win this race. After winning, Spider-Man (F.F.) is unlocked for your roster.

Mission: 22

Given by: Black Panther

Unlocks: Pepper Potts

Cost to Buy: 150,000

Prerequisite: None

Speak with Black Panther in the factory courtyard west of Central Park. He asks for your assistance in stopping the milk thieves that he has tracked to that location. Defeat all of the goons that descend upon you and your fellow heroes to unlock Pepper Pots.

Mission: 23

Given by: Black Panther

Unlocks: Rescue

Cost to Buy: 150,000

Prerequisite: Complete Mission 22 (Black Panther)

Look for Black Panther at the Dockyard. He asks for your help in destroying the device there. To do so, you first need to choose a character with Magnetic powers and climb the ladder near Black Panther to reach the shield switch on the tank behind him. Rip away the magnetic LEGO pieces from the shield switch, then switch to Captain America and activate the switch. Now, locate the second shield switch, just over the edge of the dock, near the building. Once this switch is activated, use a smarter character (such as Iron Man) to use the device that just activated. This device functions as a memory game; simply select one of the screens and attempt to match it to another by selecting another screen. Once all screens have been matched, Rescue will be available to you.

Mission: 31

Given by: Heimdall

Unlocks: Iron Man (Heroic Age)

Cost to Buy: 200,000

Prerequisite: Complete Level 7: Bifrosty Reception

Speak with Heimdall near the Bifrost. Frost giants have been passing through and they have to be stopped! Brawl with the fiends as they descend upon your location until you have wiped them out. For your heroic efforts, Iron Man (Heroic Age) is unlocked for your roster.

Mission: 44

Given by: Rocket Raccoon

Unlocks: Star Lord

Cost to Buy: 150,000

Prerequisite: Complete Mission 43 (Rocket Raccoon)

In the courtyard of an apartment complex west of Central Park, Rocket Raccoon needs your help in proving that raccoons are better than squirrels. Never mind the politics of the debate, as some bad guys will descend upon the courtyard. Beat down the waves of baddies and then Star Lord will be added to your roster as an unlocked character.

Industrial Character Tokens

Absorbing Man

Abilities Needed: Slam

Cost to Buy: 150,000

Prerequisite: None

Locate the construction site in the Upper West Side and smash the grate near the blue portable toilet to unlock Absorbing Man.

Ant-Man

Abilities Needed: Dig

Cost to Buy: 150,000

Prerequisite: None

Look for three quonset huts filled with construction supplies and dirt due west from the northernmost end of Central Park. Choose a character that can dig and then dig into the three dig spots in the quonset hut filled with dirt (with a car on top) to find Ant-Man.

Red Hulk

Abilities Needed: None

Cost to Buy: 150,000

Prerequisite: None

Search the southwestern tip of the Forest District along the shoreline to encounter Red Hulk. Defeat the brute to unlock him for purchase and addition to your roster.

Squirrel Girl

Abilities Needed: Dig/Magnetic

Cost to Buy: 150,000

Prerequisite: None

Near the entrance to the Dockyard is a small shack with a blue container on top of it. Inside that container, you will find Squirrel Girl's Token. To open the container, switch to a character with claws and dig into the dig spots on the patch of grass just south of the shack. One of them will reveal a button. Step onto the button to raise the shutters covering the shack's windows. Now, switch to a character with magnetic abilities and pull the magnetic switch inside the shack. This switch opens the container on top, revealing Squirrel Girl's Token.

Leader

Abilities Needed: Acrobat

Cost to Buy: 150,000

Prerequisite: None

Just north of Fisk Tower there are two back-to-back billboards near the construction sites. Between these two billboards, the Token to unlock Leader is suspended between two acrobat walls.

Silver Samurai

Abilities Needed: Sense/Telekinesis

Cost to Buy: 150,000

Prerequisite: None

South of the basketball courts, there is a Telekinesis maze on top of one of the nearby apartment buildings. Use a flying character or Spider-Man to reach the rooftop. Once on the roof, use spider sense to locate the end of the glass maze. Once the end of the maze is discovered, use a character with telekinesis to move the cross-shaped block from its starting point to the end of the maze. Doing so opens the nearby container, allowing you to claim the Token that unlocks Silver Samurai.

Industrial Vehicle Tokens

Police Helicopter

Abilities Needed: Projectile

Cost to Buy: 150,000

Prerequisite: None

Immediately west of the circus tent in Central Park you will find a target floating above a rooftop. After destroying this initial target, you must destroy three others. The next target will be above a water tower north of the first. The third will be above a smokestack to the northwest. The fourth and final target appears near the building south of where the first target was. After all four have been destroyed, a S.H.I.E.L.D. crate will appear, containing the Police Helicopter Token.

Mandarin's Buggy

Abilities Needed: Mind Control

Cost to Buy: 150,000

Prerequisite: None

At the construction site southwest of the basketball courts, use mind control on the woman inside of the guard shack. With the woman under your control, have her activate the lever within. Throwing the lever opens the blue container atop the shack, revealing the Mandarin's Buggy Token.

Police Truck

Abilities Needed: Acrobat

Cost to Buy: 150,000

Prerequisite: None

To get your hands on the Police Truck, look under the train tracks that run along the west side of Horizon Labs. Five of the columns have acrobat walls attached to them. Look for the acrobat walls with LEGO glass at the top. Wall jump between them to claim the Token suspended above.

S.H.I.E.L.D. 4x4

Abilities Needed: Cracked LEGO/Dig

Cost to Buy: 150,000

Prerequisite: None

Smash through the scaffolding at the construction site northeast of Fisk Tower to access a dig site. Dig into the soil to claim your Vehicle Token.

Industrial Stan Lee in Peril

Stan Lee: 3

Abilities Needed: None

Prerequisite: Rescue Stan Lee in Peril 2

Defeat Stan after he transforms into Hulk Stan and help him return to normal.

Stan Lee: 9

Abilities Needed: None

Prerequisite: Rescue Stan Lee in Peril 9

You'll find Stan Lee stuck high atop the smokestack of a factory west of Central Park, near Fisk Tower. To get him down, use a character with hyper-strength to break the cracked LEGO plate on the bottom of the smokestack to send Stan Lee sliding down and out.

Stan Lee: 13

Abilities Needed: Hyper-Strength

Prerequisite: Rescue Stan Lee in Peril 12

Just outside Fogwell's Gym, a giant dumbbell has fallen upon a hapless Stan Lee. Lend a hand with a hyper-strength character and lift the weight off his shoulders.

Stan Lee: 21

Abilities Needed: None

Prerequisite: Rescue Stan Lee in Peril 20

In a construction site northeast of Fisk Tower, Stan Lee is being assaulted by some of Sandman's goons. Descend upon the area and beat down the baddies to save Stan Lee from his perilous situation.

Industrial Gold Bricks

Gold Brick: 4

Type: Fetch

Abilities Needed: Electricity

Prerequisite: Asgard

You'll meet this dapper fellow on the rooftop of the brick building near the Bifrost. He requires assistance in completing his wardrobe. Southwest of Central Park, you'll find an electrical switch above a large roll-up door in Columbus Circle. Charge it to open the door. Once inside, take the hat from the mannequin and return it to the man from Asgard.

Gold Brick: 27

Type: Escort

Abilities Needed: Telekinesis

Prerequisite: None

This aspiring circus performer needs your help! Help her cross between the buildings by choosing a character with Telekinesis to build the purple LEGO bricks into a tightrope path between the buildings. To show her gratitude, she'll give you a Gold Brick!

Gold Brick: 29

Type: Escort

Abilities Needed: None

Prerequisite: None

Make a stop by Horizon Labs, a facility just southwest of Central Park. A pizza order for the employees there has not arrived. Help the hungry people by trekking out to Little Italy and driving the pizza truck to them. You'll be rewarded with a Gold Brick for your delicious deed!

Gold Brick: 75

Type: Puzzle

Abilities Needed: Dig/Sandpit

Prerequisite: None

Southwest of the basketball courts of west Harlem are two quonset huts. Inside of one of them are some pipes topped with glass. One of these pipes contains a Gold Brick, but the glass obstructs you from accessing it. Just southeast of these huts, you'll find an open pit. Using a character with claws, dig into the dirt you find there. This reveals a sandpit! Now as Sandman or one of his goons, interact with the sandpit to travel through the ground directly into the pipe with the Gold Brick.

Gold Brick: 77

Type: Puzzle

Abilities Needed: Slurp

Prerequisite: None

Locate the quonset huts southwest of the basketball courts. Just south of the construction site, jump down to the road that runs beneath the underpass. There is a fenced maze here protected by a laser grid. One of the three entrances is not protected by lasers. Enter the maze and find the small drain in the back of the maze. Use a character that can pass through grates (such as Mister Fantastic) and slip through. You'll find yourself inside of the center chamber with a switch. Flip the switch to drop the laser grid that obstructs the entrance on the right. Now with the grid down, enter and claim the Gold Brick!

Gold Brick: 95

Type: Puzzle

Abilities Needed: Invisibility/Acrobat

Prerequisite: None

Using a character with the power of invisibility, run the obstacle course in the factory courtyard. First, begin by flipping the nearby switch, then make yourself invisible and use the acrobat wall to the right of the switch to access the obstacle course. Follow the elevated path to claim another Gold Brick.

Gold Brick: 96

Type: Puzzle

Abilities Needed: Beam/Slurp

Prerequisite: None

West of Central Park you will find a small greenhouse in the courtyard of an apartment complex. Inside is a Gold Brick, but claiming it requires a couple of steps. Use a character with a fire attack to melt the ice over the grate in the center of the nearby pond. Once the ice is melted, switch to a character that can slip through grates (that is, Mister Fantastic) and pass through the grate. You will conveniently emerge inside the greenhouse, where the Gold Brick is yours for the taking.

Gold Brick: 97

Type: Puzzle

Abilities Needed: Sense

Prerequisite: None

Solving this puzzle requires locating several S.H.I.E.L.D. crates between two shipping containers at the Dockyard on the western shoreline. Destroy these containers, then notice that you can use a character with the sense ability here. After using the sense ability, another S.H.I.E.L.D. crate appears; this one contains the Gold Brick you seek!

Gold Brick: 98

Type: Puzzle

Abilities Needed: Hyper-Strength

Prerequisite: None

West of Central Park, you will find Horizon Labs. Obtaining this Gold Brick requires you to locate the hallway that runs beneath the facility. Use a character with hyper-strength to rip the door within off its hinges. Then continue down the hallway until you come to a room where you are attacked. Destroy five of the baddies here within 30 seconds and then the Gold Brick appears.

Gold Brick: 148

Type: Race

Abilities Needed: Flight

Prerequisite: None

This aerial race begins atop a building north of the Dockyards and takes you on a tour of the Industrial District, moving along the train tracks before cutting inland and ending atop of a factory.

Gold Brick: 154

Type: Race

Abilities Needed: Flight

Prerequisite: None

To locate this high-in-the-sky aerial race, while standing on the Dockyard, begin to fly straight up. The starting platform is at the same elevation as the helicarrier, so be patient during your ascent into the clouds; it's a long ride up! The race itself begins with a hard descent from the clouds toward the water below. Keep up the speed during your descent to afford yourself better control and avoid a free fall.

Industrial Taxi Missions

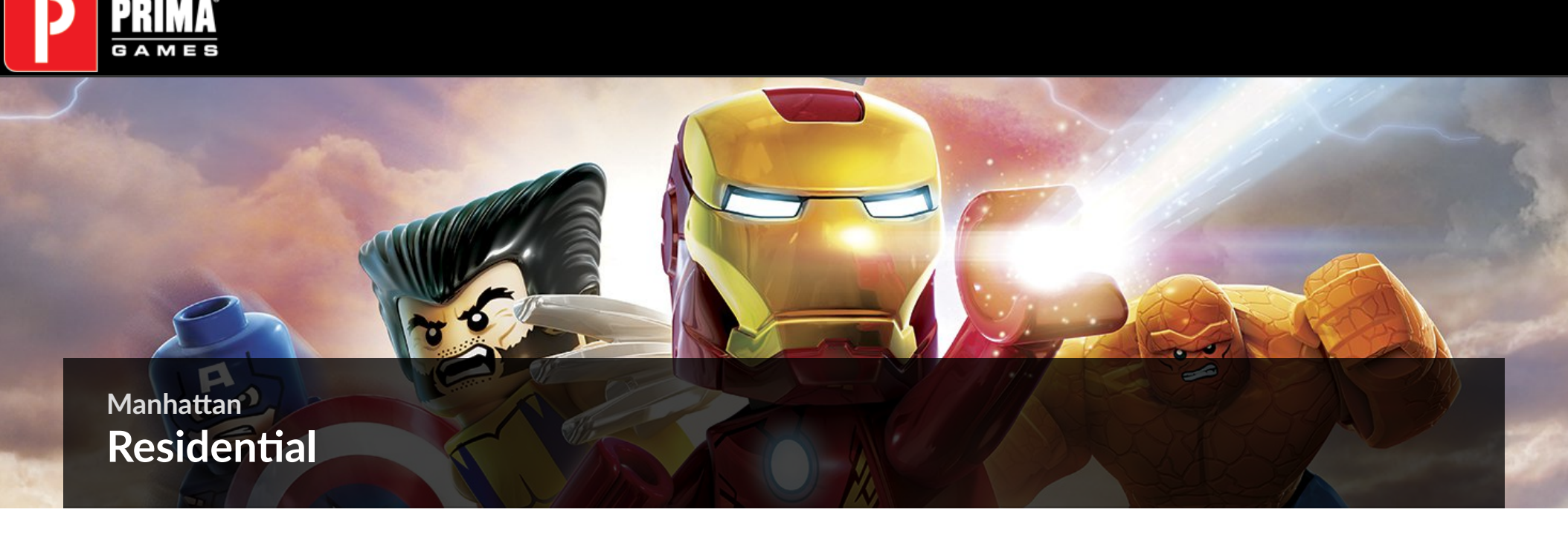
Taxi Mission: 3

Unlocks: Captain America's Bike

Cost to Buy: 150,000

Prerequisite: Complete Taxi Mission 2.

You'll find this fare near the pedestrian bridge west of Fisk Tower. Shuttle this fellow to the Empire State Building in the



Manhattan

Residential

residential Missions

Icon	Given by?	Notes	Unlocks	Prerequisite
	Punisher	Help the Punisher get some unruly truck drivers off the road. Destroy the vehicles as they dart through the area to earn your prize.	Punisher's Car	Complete Mission: 4 (Punisher)
	Silver Surfer	Same as Gold Brick: 157.	Gold Brick 157	Complete Mission 7 (Silver Surfer) and Gold Brick: 38

residential Character Tokens

Icon	Character	Notes	Cost	Prerequisite
	Beetle	Use the nine webs attached to the glass LEGO platform as trampolines to jump up and collect all of the studs hovering above.	150000	None
	Carnage	Freeze the water spewing from the rooftop vents and pass through the grate to emerge within the radio tower. Use an acrobat to wall jump to the top and claim the prize.	150000	None
	Mary Jane Watson	Grapple up to the ledge above the silver roll-up door and use super sense to open the S.H.I.E.L.D. crate.	150000	None
	Nova	Use a character with the acrobat ability to win a footrace that spans across the rooftops. Of course, flying is not against the rules.	150000	None
	Whiplash	Take control of the clerk inside of the store with mind control and make him flip the switch inside. A nearby S.H.I.E.L.D. crate will open and reveal the Token inside.	150000	None
	Wizard	Near the Fantastic Four logo on the Baxter Building, use a magnetic character to flip the switch and open the nearby crate.	150000	None
	Super Skrull	On the roof of a building near the Queensboro Bridge, melt the ice beneath the water tower to reveal the Token.	150000	None

residential Vehicle Tokens

Icon	Vehicle	Notes	Cost	Prerequisite
	Spider-Trike	Charge the electricity switch in one of the entrances to the condos to open the greenhouse on the rooftop.	150000	None
	Police Motorcycle	Destroy the cracked LEGO panels at the construction site, then slip through the exposed grate to claim the Token from behind the LEGO glass.	150000	None
	News Helicopter	In the park near the Baxter Building, destroy the cracked LEGO wall and manipulate the tech panel to make a container above the nearby subway tunnel open to reveal the Token.	150000	None

residential Stan Lee in Peril

Icon	Notes	Prerequisite
	Use the claw switch inside of the crane's cab to move the pallet from above where Stan is standing.	Rescue Stan Lee in Peril 4
	Destroy all of the sharks that are harassing the not-so-nautical Stan Lee.	Rescue Stan Lee in Peril 14

residential Gold Bricks

Icon	Type	Notes	Prerequisite
	Fetch	Chase down the purse snatcher and return the stolen handbag.	Level 4: Rock Up at the Lock Up
	Escort	Use claws and web ability to build the fire escape. Once the fire escape is prepared, use mind control to guide the woman through the obstacle course.	None
	Brawl	Fight alongside a "hero" in the Empire State University courtyard.	Level 13: Magnetic Personality
	Escort	Escort a scholarly fellow with his Faberge Egg to Empire State University. Just be sure to protect him from the goons that assault your troupe.	None
	Escort	Locate and escort a student's friend from the Reptile House in Central Park to the University.	Level 3: Oscorp
	Puzzle	Use dig and sense while following a trail of studs to engage in a treasure hunt that begins just east of the Hellfire Club.	None
	Puzzle	Near the skate park, destroy the silver LEGO fans to enter the alleyway and claim the Gold Brick.	None
	Puzzle	Destroy the blue recycling bin near the silver LEGO statue of Spider-Man to reveal a grate. Pass through the grate to access the store and claim the Gold Brick from inside.	None
	Puzzle	Flip the switch on the top of the building. Four windows will then light in a sequence. Recreate the sequence using the switches near them to receive your prize.	None
	Puzzle	Put out the vehicle fires on the bridge while using grapple and hyper-strength to move the vehicles from their precarious positions.	None
	Puzzle	Use the shrink ability to navigate the red LEGO maze on the rooftop south of the Hellfire Club.	None
	Puzzle	Smash the two cracked LEGO walls and charge the electricity switch to open the door at street level and claim your prize.	None
	Puzzle	North of the Baxter Building, you'll find window cleaning tools on the balcony. Use telekinesis to move the sponge around and clean the gunk from the windows.	None
	Race	This joyride begins beneath the tracks west of Empire State University and runs through Yorkville and ends in the skate park near the harbor.	None
	Race	The starting line for this vehicle race begins just southeast from Baxter Park.	None
	Escort	Escort Silver Surfer to Little Italy for some delicious food. You'll have to bash some baddies along the way, but they shouldn't pose any trouble to you and your friends.	Complete Mission 7 (Silver Surfer) and Gold Brick: 38

Residential Missions

Mission: 5

Given by: Punisher

Unlocks: Punisher's Car

Cost to Buy: 150,000

Prerequisite: Complete Mission 4 (Punisher)

East of Central Park and below the train tracks in the Yorkville area, you'll find the Punisher waiting for you. He needs your help in getting some unruly truck drivers off the streets. Track down the trucks as they speed through the nearby blocks and reduce the vehicles to a smoldering pile of bricks to earn the Punisher's Car.

Mission: 8

Given by: Silver Surfer

Unlocks: Gold Brick

Cost to Buy: N/A

Prerequisite: Complete Mission 7 (Silver Surfer) and Gold Brick 38

Same as Gold Brick: 157.

Residential Character Tokens

Beetle

Abilities Needed: None

Cost to Buy: 150,000

Prerequisite: None

East of the lake in Central Park, within an alley, you'll find a large glass LEGO platform with nine webs attached to it. Use the webs as trampolines to jump up and claim the studs suspended above. Continue until you have claimed all of the studs and you will be rewarded with Beetle being added to your roster.

Carnage

Abilities Needed: Ice/Slurp/Acrobat

Cost to Buy: 150,000

Prerequisite: None

On a rooftop west of Empire State University, near the large crane, you'll find some air vents. Use a character with the ice ability to freeze the water spewing from three of the vents, then switch to a character with the slurp ability to pass through the center vent (the one that was not frozen). After passing through, you will be within the radio tower. Switch to an acrobat character to wall jump up to the Character Token. Carnage is unlocked as a reward for your efforts.

Mary Jane Watson

Abilities Needed: Grapple/Sense

Cost to Buy: 150,000

Prerequisite: None

Along the eastern shoreline, just North of the gazebos, you'll come across a chain-link fence. Just inside the fence, there is a reticle near a silver roll-up door. Use a character with the grapple ability on the reticle to grapple the handle above. This leads to a small alcove in the side of the building with a S.H.I.E.L.D. crate. Use sense on the crate to open it and reveal the Character Token for Mary Jane Watson that was locked inside.

Nova

Abilities Needed: Acrobat

Cost to Buy: 150,000

Prerequisite: None

Southwest of the Scrap Yard is a footrace across the rooftops of the buildings. You will need a character with acrobat abilities to run the race on foot. Of course, you could use a character with flight or web-swinging to make this challenging race a bit easier. Completing the race unlocks Nova for your roster.

Whiplash

Abilities Needed: Mind Control

Cost to Buy: 150,000

Prerequisite: None

Almost dead center within the Residential District, you'll come across a S.H.I.E.L.D. crate outside a large building near a three-way intersection. To open the locked crate and claim the Character Token to unlock Whiplash, use mind control on the clerk inside of the glass-windowed lobby. Have the clerk flip the switch inside to open the crate and reveal your prize!

Wizard

Abilities Needed: Flight/Magnetic

Cost to Buy: 150,000

Prerequisite: None

To unlock Wizard for your roster, you'll have to use flight to access the platform near the Fantastic 4 logo on the side of the Baxter Building. Once you are on the platform, use a character with magnetic powers to operate the switch you find near the logo. Once the switch has been tripped, the nearby crate opens to reveal the Character Token.

Super-Skrull

Abilities Needed: Beam

Cost to Buy: 150,000

Prerequisite: None

Just north of the Queensboro Bridge, a water tower stands on top of an apartment building. To claim the Super-Skrull Character Token, use a character with the beam ability to melt the ice on the underside of the water tower, releasing the Token in the process.

Residential Vehicle Tokens

Spider-Trike

Abilities Needed: Electricity

Cost to Buy: 150,000

Prerequisite: None

Northeast of the Baxter Building, there is a greenhouse on the roof of some condos. To open the greenhouse, use a character with the electricity ability and activate the switch in the one of the doorways on the west side of the building, near the street. The switch is obscured by some branches, so don't miss it. Once the switch is charged, you can claim the Spider-Trike Vehicle Token from the greenhouse.

Police Motorcycle

Abilities Needed: Cracked LEGO/Slurp

Cost to Buy: 150,000

Prerequisite: None

West of Empire State University, there is a construction site. Use a character capable of breaking through cracked LEGO to destroy the cracked panels at the construction site. One of them reveals a grate. Switch to a character with the slurp ability to pass through the grate. Once through, you will be behind a sheet of LEGO glass, alongside of the Vehicle Token. Collect it to unlock the Police Motorcycle.

News Helicopter

Abilities Needed: Cracked LEGO/Tech

Cost to Buy: 150,000

Prerequisite: None

To unlock the News Helicopter, locate the cracked LEGO wall in the park east of the Baxter Building. It is concealed behind some vines, so you'll have to clear those first. Once you have destroyed the cracked wall, a tech panel is revealed. Manipulate the tech panel to make a container open above the nearby subway tunnel. This container holds the Vehicle Token you seek.

Residential Stan Lee in Peril

Stan Lee: 5

Abilities Needed: Claws

Prerequisite: Rescue Stan Lee in Peril 4

This time, Stan Lee does not realize the danger he is in. You'll find him on a rooftop west of Empire State University, standing beneath a pallet hanging precariously from a crane. Climb up to the cab of the crane and use a character with Claws to manipulate the switch inside to save Stan from his unknown danger.

Stan Lee: 15

Abilities Needed: Projectile

Prerequisite: Rescue Stan Lee in Peril 14

North of the Queensboro Bridge, Stan is stuck in the harbor on his boat. This time, he is being menaced by sharks that have surrounded his vessel. Give him a helping hand by using projectiles from the docks to take out all the sharks and help Stan breathe a bit easier.

Residential Gold Bricks

Gold Brick: 2

Type: Fetch

Abilities Needed: None

Prerequisite: Complete Level 4: Rock Up at the Lock Up

A thief has stolen this poor woman's handbag on the eastern waterfront . Pursue the fiend and beat him down to reclaim the woman's property and return it to her. Your good deed is rewarded with a Gold Brick.

Gold Brick: 23

Type: Escort

Abilities Needed: Claws/Web/Mind Control

Prerequisite: None

East of Central Park, a woman has locked herself out of her apartment and needs your help climbing the world's most poorly designed fire escape. Using claws, raise the fire escape ladder and climb it to the second level. Now, move right and use a character with web to release the second ladder and climb it. Now, move left and use sense to make the next ladder appear and climb that. Follow the next floor to where it curves around the building. Operate the claw switch to drop the next ladder down. Climb the ladder and use a web character to extend a bridge. Cross the bridge and continue scaling the fire escape until you come to a lever. Trip the lever to extend the final bridge section of the fire escape. Now, use mind control on the woman and have her scale the fire escape to the area the lever was. You'll receive a Gold Brick for the effort.

Gold Brick: 24

Type: Brawl

Abilities Needed: None

Prerequisite: Complete Level 13: Magnetic Personality

At the entrance of Empire State University, you'll find this "hero." Lend him a hand in dispensing justice by brawling with the goons that show up in the nearby courtyard. Don't expect to get much help from your newfound friend, though. At least you'll walk away from the fight with another Gold Brick!

Gold Brick: 28

Type: Escort

Abilities Needed: None

Prerequisite: None

This meek fellow needs to get his antique to Empire State University for study, but is afraid of being assaulted along the way by thieves. Escort him to the University, but expect some baddies to try to steal the antique along the way. Take down the thugs when they do and prevent your new friend from being assaulted along the way or he will retreat.

Gold Brick: 35

Type: Escort

Abilities Needed: None

Prerequisite: Complete Level 3: Oscorp

Speak with the student outside of the Empire State University's west entrance and she'll ask you to track down her missing friend and bring her back to the school. You can find her friend at the Reptile House in Central Park. Once you find her, just have her follow you back to the University to earn your Gold Brick.

Gold Brick: 71

Type: Puzzle

Abilities Needed: Dig/Sense

Prerequisite: None

This treasure hunt begins just east of the Hellfire Club. Dig into the earth near this entrance to the waterfront path. This will reveal a trail of studs that leads you to an area where you need sense to reveal another dig site. Continue to follow the studs to the next sense/dig site until you arrive at a large yellow dumpster. Destroy the dumpster and use sense to reveal the last dig site. Unearth the Gold Brick to complete the treasure hunt.

Gold Brick: 74

Type: Puzzle

Abilities Needed: Explosive

Prerequisite: None

Near the skate park, there is a narrow alley between two buildings. To enter this alley, use a character with the explosive ability to destroy the silver LEGO fan that keeps pushing you out of the alley. With the first fan destroyed, enter the alley and turn left. Destroy the second fan to approach and claim the Gold Brick.

Gold Brick: 83

Type: Puzzle

Abilities Needed: Slurp

Prerequisite: None

This Gold Brick is found inside a store just south of Empire State University. To get inside, destroy a blue recycling bin near the silver LEGO statue of Spider-Man to reveal a grate. Pass through the grate using a character with the slurp ability. You wind up inside of the store, where you can simply run up to and claim the Gold Brick.

Gold Brick: 99

Type: Puzzle

Abilities Needed: Acrobat

Prerequisite: None

Receiving a Gold Brick from these large tenement buildings will require a little effort. Start by using the awnings, platforms, and ladders to get onto the roof and use the switch you find there. Once the switch is tripped, four windows will illuminate. This shows the pattern in which the small red buttons (which are next to the windows) have to be pressed. Press the buttons in order to make the container on the roof open up and then you can claim the Gold Brick.

Gold Brick: 120

Type: Puzzle

Abilities Needed: Ice/Web/Hyper-Strength

Prerequisite: None

On the Queensboro Bridge, some citizens are in desperate need of your help. Four vehicles need to be dealt with here. The first car is on fire: Extinguish the flames to save the citizen. The next car is teetering on the edge of the bridge. Use a character with the web ability to grapple the vehicle and pull it back to safety. Now, use your web character to ascend to the top of the bridge and extinguish the car that is on fire there. Lastly, go back down to the bridge and extinguish the final burning car and use a hyper-strength character to lift it off the citizen. Your heroism earns you a Gold Brick.

Gold Brick: 121

Type: Puzzle

Abilities Needed: Shrink

Prerequisite: None

On a rooftop south of the Hellfire Club, you'll observe a series of red ducts spread across the rooftop. Use a character with the shrink ability to slip into the ducts and navigate the maze. The ends of the maze have small domes. Each of the domes contains a button that opens a nearby S.H.I.E.L.D. chest—one of which contains the Gold Brick.

Gold Brick: 122

Type: Puzzle

Abilities Needed: Electricity/Cracked LEGO

Prerequisite: None

Claiming this back-alley Gold Brick requires you to use a character that has both the electricity and cracked LEGO abilities. The only person that immediately fits the bill is Thor. Charge Thor so that he is electrified, then use his hammer to destroy both cracked LEGO panels. The second panel requires you to stand on a platform against one of the nearby walls. When both panels are broken, charge the electricity switch at the top of the wall, which opens a door below. Pass through the door to claim your prize.

Gold Brick: 123

Type: Puzzle

Abilities Needed: Telekinesis

Prerequisite: None

North of the Baxter Building, you'll find a building with a small balcony facing Central Park. It seems someone was in the middle of cleaning the windows of this balcony, but did not finish the job. Use telekinesis to manipulate the purple sponge and clean the spots off the window to earn your Gold Brick.

Gold Brick: 135

Type: Race

Abilities Needed: None

Prerequisite: None

This joyride begins beneath the tracks west of Empire State University, runs through Yorkville, and ends in the skate park near the harbor. Even though you're surrounded by cars at the start of the race, you'll need to acquire a working vehicle to begin. Successfully weave through all of the checkpoints to earn yourself a Gold Brick.

Gold Brick: 138

Type: Race

Abilities Needed: None

Prerequisite: None

The starting line for this vehicle race begins just southeast from Baxter Park. Once the race starts, the course has you snaking south through checkpoints south, cutting through Chinatown, and going past Grand Central and into the Financial District. Win the race to pick up your Gold Brick.

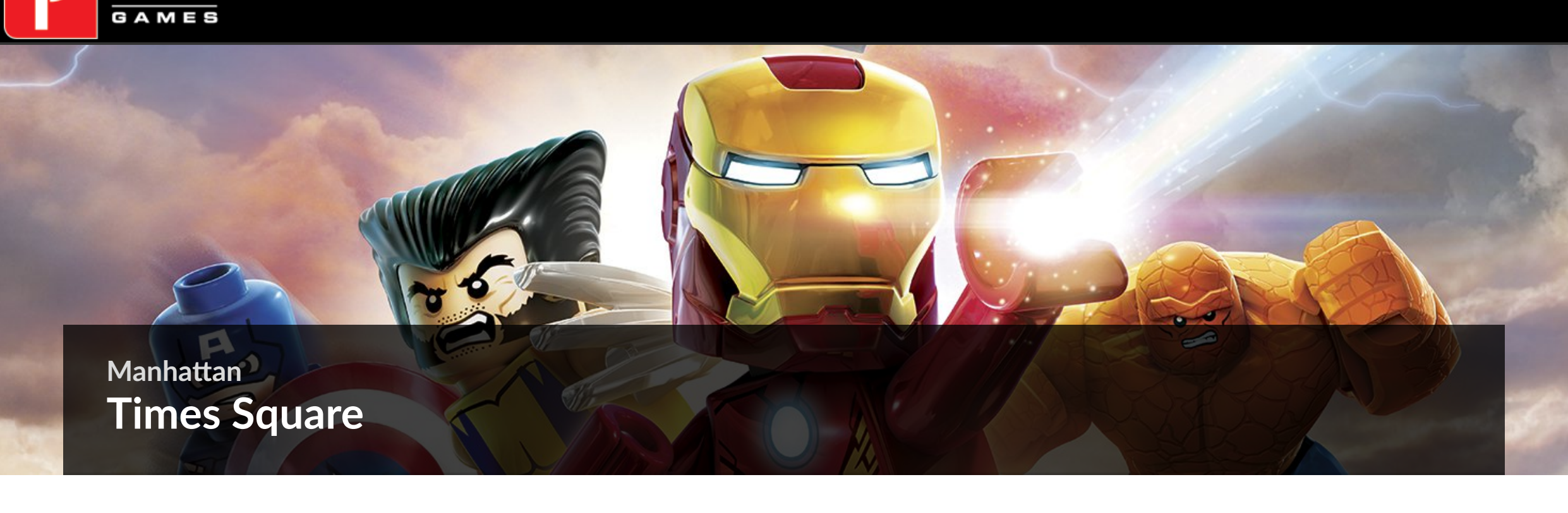
Gold Brick: 157

Type: Escort

Abilities Needed: None

Prerequisite: Complete Mission 7 (Silver Surfer) and Gold Brick: 38

Silver Surfer has an unusual request for you. Locate him on the south side of the Baxter Building—which is East of Central Park. He wants you to recommend a restaurant for him. Head south toward Little Italy, where the restaurant is found. Along the way, you will be accosted by goons multiple times, so make sure that you keep the Surfer close and level the foes. Once you arrive at the restaurant with Silver Surfer, you will be rewarded with a Gold Brick.



Manhattan

Times Square

Times Square Missions

Icon	Given by?	Notes	Unlocks	Prerequisite
	Captain Britain	Accept Captain Britain's race challenge through the streets of Manhattan.	Psylocke	Complete Mission 19 (Captain Britain)
	Drax	Help Drax make his musical comeback. Just south of the Baxter Building, there is a memory puzzle panel on the ledge. Solve the puzzle to open the roll-up door below. Return the instrument to Drax and Gamora is unlocked in your roster.	Gamora	Level 15: The Good, the Bad, and the Hungry
	Drax	Join Drax in wiping out the horde of A.I.M. Agents who have poor opinions of Drax's musical stylings.	Gwen Stacy	Complete Mission 46 (Drax)

Times Square Character Tokens

Icon	Character	Notes	Cost	Prerequisite
	Superior Spiderman	Skydive from the Empire State Building and collect the Token on your way down.	150000	None
	Mini Sentinel	Defeat the Sentinel in Columbus Circle to unlock a miniature menace for yourself.	150000	Level 8: Juggernauts and Crosses
	Wasp	Navigate the maze on the roof of Ant-Man's Lab, which is just south of Oscorp.	150000	None
	Kurse	After collecting Gold Brick 10, you can battle Kurse just outside of the Roxxon Refinery.	150000	Collect Gold Brick: 10

Times Square Vehicle Tokens

Icon	Vehicle	Notes	Cost	Prerequisite
	Pumpking Chopper	On the Oscorp building rooftop, destroy the silver LEGO and use symbiote to pass through the wall.	150000	Level 3: Oscorp
	Spider-Copter	Just south of Oscorp, look for a shack on a nearby rooftop. Destroy the webs and cracked LEGO wall.	150000	None
	Hydra Tank	Use magnetic ability to open the roll-up door at the Empire State Building. Then, charge the two electricity switches inside.	150000	None
	Spider-Cycle	Destroy the silver LEGO Spider-Man statue on the rooftop of the building to the west of the Oscorp building.	150000	None

Times Square Stan Lee in Peril

Icon	Notes	Prerequisite
	East of the Roxxon Power Station, Stan Lee is tied to the train tracks. Save him with a character with magnetic abilities.	Rescue Stan Lee in Peril 13
	At the Roxxon Power Station, flip the switch on the scaffolding above Stan Lee to save him.	Rescue Stan Lee in Peril 21

Times Square Gold Bricks

Icon	Type	Notes	Prerequisite
	Fetch	Speak with the construction worker in Times Square. You'll find his shovel in the subway tunnels beneath Little Italy.	Level 3: Oscorp
	Escort	Use characters with explosive, ice, tech, and grapple abilities to save the four Roxxon Power Station employees from the rubble of the aftermath.	Level 11: Taking Liberties
	Puzzle	Take control of an overly prideful boyfriend using mind control and guide him up the building to his girlfriend.	Collect Gold Brick: 37
	Puzzle	Man the lighting rig for the performance at the amphitheater.	None
	Escort	Block traffic so that a senior citizen can cross the road safely.	None
	Puzzle	On the rooftops of the connected skyscrapers near Columbus Circle, destroy the silver and gold LEGO fans.	None
	Puzzle	Destroy the gold LEGO Stan Lee statue in Times Square.	None
	Puzzle	Manipulate the puzzle on top of the Roxxon Power Station using a tech character to shut down the three electrical circuits.	Collect Gold Brick 10
	Puzzle	West of Ant-Man's Lab, charge the two electricity switches to open the shop door.	None
	Puzzle	Put out the fires in the skate park.	None
	Puzzle	South of Oscorp, destroy the gold LEGO padlock to open the shop and claim the Gold Brick within.	None
	Race	Complete this vehicle race from Times Square to the docks to claim your prize—a Gold Brick!	Level 3: Oscorp
	Race	This air race begins between the two skyscrapers west of Columbus Circle. Complete the race to earn your Gold Brick.	None

Times Square Taxi Missions

Icon	Notes	Unlocks	Prerequisite
	Shuttle this citizen from Times Square to Empire State University to earn the Electro (Ultimate) Character Token.	Electro (Ultimate)	Complete Taxi Mission 1

Times Square Missions

Mission: 20

Given by: Captain Britain

Unlocks: Psylocke

Cost to Buy: 150,000

Prerequisite: Complete Mission 19 (Captain Britain)

Captain Britain's next challenge is a race through the streets of Manhattan toward the Queensboro Bridge. Convenient enough for him, as he'll also be able to take a tour of the city while doing so. If you win, Psylocke is unlocked in your roster.

Mission: 46

Given by: Drax

Unlocks: Gamora

Cost to Buy: 150,000

Prerequisite: Level 15: The Good, the Bad, and the Hungry

Help Drax make his comeback as a professional saxophonist. To obtain his saxophone, locate the roll-up door just south of the Baxter Building. On the ledge above it, there is a memory game panel. Solve the memory game and use the lever to the left to open the roll-up door and return the instrument. Doing so unlocks Gamora for your roster.

Mission: 47

Given by: Drax

Unlocks: Gwen Stacy

Cost to Buy: 150,000

Prerequisite: Complete Mission 46 (Drax)

Since reigniting his music career, Drax has had a few critics. These A.I.M. Agents need your help in chilling out and enjoying Drax's tunes. Brawl with the baddies to unlock Gwen Stacy for your roster.

Times Square Character Tokens

Superior Spider-Man

Abilities Needed: None

Cost to Buy: 150,000

Prerequisite: None

To earn the Superior Spider-Man Character Token, skydive from the Empire State Building toward Times Square below. Along the way, pick up the Token to unlock Superior Spider-Man in your roster.

Mini Sentinel

Abilities Needed: Explosive/Beam/Cracked LEGO

Cost to Buy: 150,000

Prerequisite: Complete Level 4: Juggernauts and Crosses

Defeat the Sentinel in Columbus Circle to unlock one for yourself. Sentinels are a three-step battle. First, destroy the silver LEGO chest piece. Second, use a beam weapon to destroy the gold LEGO chest piece. Finally, destroy the cracked LEGO chest piece to bring the behemoth down.

Wasp

Abilities Needed: Shrink

Cost to Buy: 150,000

Prerequisite: None

South of Oscorp, you will find Ant-Man's Lab. On the rooftop is a maze that requires you to shrink down to navigate it. Successfully navigate the maze to unlock Wasp for your roster.

Kurse

Abilities Needed: None

Cost to Buy: 150,000

Prerequisite: Complete Gold Brick 10

After collecting Gold Brick 10, you can meet Kurse just outside of the Roxxon Refinery. Beat the beast down to unlock him for your own roster.

Times Square Vehicle Tokens

Pumpkin Chopper

Abilities Needed: Explosive/Symbiote

Cost to Buy: 150,000

Prerequisite: Complete Level 3: Oscorp

At the top of the Oscorp building, destroy the silver LEGO panel on the helipad to reveal a wall that can be passed through by using Venom's symbiote ability.

Spider-Copter

Abilities Needed: Cracked LEGO

Cost to Buy: 150,000

Prerequisite: None

On the rooftop of the building just south of Oscorp, there is a small shack covered with spider webs. Destroy the webs to reveal a cracked LEGO wall. Smash the wall to claim the Spider-Copter Vehicle Token.

Hydra Tank

Abilities Needed: Magnetic/Electricity

Cost to Buy: 150,000

Prerequisite: None

On the outside of the Empire State Building, locate the electrical line running down to a roll-up door. Follow the line to the balcony and use a character with the magnetic ability to manipulate the switch. This opens the roll-up door below. Now, charge the two electricity switches within to make the Hydra Tank Vehicle Token appear so that you can claim it.

Spider-Cycle

Abilities Needed: None

Cost to Buy: 150,000

Prerequisite: None

Destroy the silver LEGO Spider-Man statue on the rooftop of the building to the west of the Oscorp building to receive the Spider-Cycle Vehicle Token.

Times Square Stan Lee in Perils

Stan Lee: 14

Abilities Needed: Magnetic

Prerequisite: Rescue Stan Lee in Peril 13

Northeast of the Roxxon Power Station, poor Stan Lee is tied to the train tracks. Use a character with the magnetic ability to free him from his peril.

Stan Lee: 22

Abilities Needed: None

Prerequisite: Rescue Stan Lee in Peril 21

At the Roxxon Power Station, Stan Lee got a bit too close to the power transformers. Stop the flow of electricity by flipping the switch above where Stan Lee is being shocked to free him.

Times Square Gold Bricks

Gold Brick: 6

Type: Fetch

Abilities Needed: None

Prerequisite: Level 3: Oscorp

This poor construction worker has lost his shovel while fixing the city. Head to the subway tunnels beneath Little Italy and clear out the spider webs you find there to find the man's shovel and return it to him.

Gold Brick: 10

Type: Escort

Abilities Needed: Explosive/Ice/Tech/Grapple

Prerequisite: Level 11: Taking Liberties

After the Roxxon Power Station incident, some of the employees are trapped in the wreckage. There are four employees to rescue, and doing so will require characters with the explosive, ice, tech, and grapple abilities.

Gold Brick: 15

Type: Puzzle

Abilities Needed: Mind Control

Prerequisite: Complete Gold Brick 37 (Chinatown)

Help this prideful fellow apologize to his girlfriend. Take over his body using mind control and navigate the obstacles to scale the building.

Gold Brick: 25

Type: Puzzle

Abilities Needed: None

Prerequisite: None

The outdoor amphitheater requires a lighting technician. Speak with the woman on the spotlight riser to volunteer. Just be sure to keep the light on the performer the whole time and you'll earn yourself a Gold Brick!

Gold Brick: 26

Type: Escort

Abilities Needed: None

Prerequisite: None

Block traffic so that this senior citizen can cross the road safely. You'll earn yourself a Gold Brick for your kind deed.

Gold Brick: 109

Type: Puzzle

Abilities Needed: Explosive/Beam

Prerequisite: None

Near Columbus Circle, two skyscrapers are connected by a LEGO bridge. Destroy the silver and gold LEGO fan blades on each side of the rooftops to make a Gold Brick appear on the bridge.

Gold Brick: 110

Type: Puzzle

Abilities Needed: Beam

Prerequisite: None

Destroy the gold LEGO Stan Lee statue in Times Square to earn a Gold Brick.

Gold Brick: 111

Type: Puzzle

Abilities Needed: Tech

Prerequisite: Collect Gold Brick 10.

Use a tech-savvy character to manipulate the puzzle on top of the Roxxon Power Station. Shut down all three electrical circuits to open the nearby S.H.I.E.L.D. crate.

Gold Brick: 112

Type: Puzzle

Abilities Needed: Electricity

Prerequisite: None

Beneath the train tracks west of Ant-Man's Lab, use the two electricity switches to open the shutters of the coffee shop and claim the Gold Brick from inside.

Gold Brick: 113

Type: Puzzle

Abilities Needed: Ice

Prerequisite: None

Put out the fires in the skate park beneath the train tracks to earn a Gold Brick.

Gold Brick: 114

Type: Puzzle

Abilities Needed: Beam

Prerequisite: None

On the ground level of the building south of Oscorp, use a beam attack to open the gold LEGO padlock and open the shop to claim the Gold Brick inside.

Gold Brick: 136

Type: Race

Abilities Needed: None

Prerequisite: Level 3: Oscorp

Complete this vehicle race from Times Square to the docks to claim your prize—a Gold Brick!

Gold Brick: 150

Type: Race

Abilities Needed: Flight

Prerequisite: None

This air race begins between the two skyscrapers west of Columbus Circle. Complete the race to earn your Gold Brick.

Times Square Taxi Missions

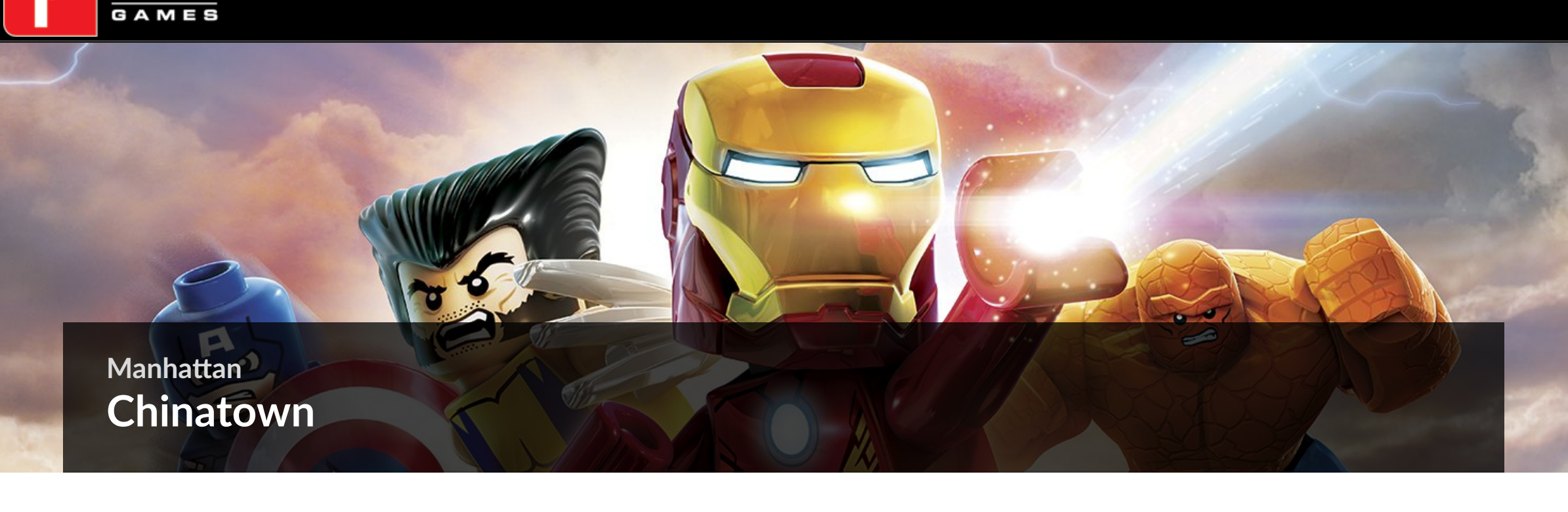
Taxi Mission: 2

Unlocks: Electro (Ultimate)

Cost to Buy: 150,000

Prerequisite: Complete Taxi Mission 1

Shuttle this citizen from Times Square to Empire State University to earn the Electro (Ultimate)Character Token.



Manhattan

Chinatown

Chinatown Missions

Icon	Given by?	Notes	Unlocks	Prerequisite
	Ghost Rider	Race with Ghost Rider through Chinatown.	Ghost Rider's Motorcycle	Complete Mission 11 (Ghost Rider)
	Blade	Brawl with some goons to help Blade on a rooftop southwest of Queensboro Bridge.	Iron Fist	Complete Mission 16 (Blade)
	Captain Britain	Help Captain Britain beat down Hydra goons in the subway.	Captain Britain	Complete Mission 20 (Captain Britain)
	Black Panther	Track down "Mr. Tiddles" for Black Panther. As you escort the cat back, you'll encounter goons along the way.	Black Panther	Complete Mission 23 (Black Panther)
	Heimdall	Free four citizens from their frozen state in Times Square using a beam ability.	Chitauri Chariot	Complete Mission 30 (Heimdall)
	Rocket Raccoon	Take a photo of the giraffe on the roof of Fisk Tower and bring the photo to Rocket Raccoon.	Rocket Raccoon	Complete Mission 44 (Rocket Raccoon)
	Drax	Go to the circus and ride a lion back to the rooftop of Marvel HQ.	Drax	Complete Mission 47 (Drax)

Chinatown Character Tokens

Icon	Character	Notes	Cost	Prerequisite
	Black Cat	Locate the building with the pink neon cat and use a web character to pull the grapple handles on the door. Once inside, use super sense to locate the switch.	150000	None
	Iron Patriot	Raise the three flags on the Empire State Building using claws, web, and super sense.	150000	None
	Iron Man (Hulkbuster)	Destroy eight vents in five seconds on the Stark Tower helipad.	150000	None

Chinatown Vehicle Tokens

Icon	Vehicle	Notes	Cost	Prerequisite
	Pizza Van	Activate the three claw switches on the balconies and rooftop of the pizza parlor. You will need to use characters with the web and beam abilities to do so.	150000	None

Chinatown Stan Lee in Peril

Icon	Notes	Prerequisite
	Use mind control to manipulate the guard at Marvel H.Q. into opening the door for Stan Lee.	Complete Level 3: Oscorp
	Rescue a kidnapped Stan Lee from the clutches of a gorilla on top of the Empire State Building.	Rescue Stan Lee in Peril 5

Chinatown Gold Bricks

Icon	Type	Notes	Prerequisite
	Escort	Track down a woman's son at a grocery store one block east of the Baxter Building and escort him back to Soho.	None
	Escort	Use mind control to guide the patrons behind the rope line.	None
	Brawl	Take care of the "monster" problem in the subway.	Complete Level 3: Oscorp
	Fetch	Take the carrot from a thief in Soho and bring it to F.E.A.S.T.	None
	Escort	Find an old lady's cat... again. This time the critter is one block west from the Queensboro Bridge.	Collect Gold Brick: 8
	Escort	Meet with an angry girlfriend atop the Empire State Building and guide her boyfriend to her using mind control.	Complete Level 6: Red Head Detention
	Escort	Escort the food critic in Times Square to the restaurant in Little Italy.	None
	Puzzle	Use the RC cars to destroy other cars under the Queensboro Bridge.	None
	Puzzle	Destroy the 10 silver and gold LEGO statues around Marvel H.Q. You will need the slurp ability to access the three behind glass.	Rescue Stan Lee in Peril 1 and build Marvel HQ Gold Door
	Puzzle	Climb onto the rooftop of the building in Soho with the neon face. Use invisibility to flip the switch in the greenhouse.	None
	Puzzle	Southeast of Marvel HQ trigger all six bigfig pads on the rooftop in thirty seconds.	None
	Race	This race begins on a rooftop southwest of Queensboro Bridge and spans several rooftops.	None
	Puzzle	Charge the electricity switch and use the magnetic ability on the switch inside.	None
	Race	This vehicle race runs along the eastern shoreline from Little Italy to the Raft Ferry Port.	None
	Race	Southeast of Marvel HQ, race these RC cars through a mini checkpoint race on the rooftop to earn a Gold Brick.	None

Chinatown Missions

Mission: 12

Given by: Ghost Rider

Unlocks: Ghost Rider's Motorcycle

Cost to Buy: 150,000

Prerequisite: Complete Mission 11 (Ghost Rider)

Take up the challenge from Ghost Rider and tear through the streets at breakneck speeds to beat him in this vehicle race.

Mission: 17

Given by: Blade

Unlocks: Iron Fist

Cost to Buy: 150,000

Prerequisite: Complete Mission 16 (Blade)

Southwest of the Queensboro Bridge, Blade will be waiting for you on a rooftop. Speak with him to help him dispatch some goons and unlock Iron Fist for your roster.

Mission: 21

Given by: Captain Britain

Unlocks: Captain Britain

Cost to Buy: 150,000

Prerequisite: Complete Mission 20 (Captain Britain)

Meet with Captain Britain in the Lower East Side. Help him rough up some Hydra goons in the subway beneath Little Italy to add him to your roster.

Mission: 24

Given by: Black Panther

Unlocks: Black Panther

Cost to Buy: 150,000

Prerequisite: Complete Mission 23 (Black Panther)

Black Panther is waiting for you under the Queensboro Bridge. Help him in finding his associate, "Mr. Tiddles" and he will join your roster. Follow this costumed kitty and wipe out the goons along the way.

Mission: 32

Given by: Heimdall

Unlocks: Chitauri Chariot

Cost to Buy: 150,000

Prerequisite: Complete Mission 30 (Heimdall)

On a roof just east of Times Square, you'll find Heimdall waiting for you. Follow Loki's trail of frozen innocents and free four of them in Times Square below to receive the Chitauri Chariot Vehicle Token.

Mission: 45

Given by: Rocket Raccoon

Unlocks: Rocket Raccoon

Cost to Buy: 150,000

Prerequisite: Complete Mission 44 (Rocket Raccoon)

Speak with Rocket Raccoon to be assigned a final task. He doesn't believe that a giraffe can climb a building. Track down the giraffe on top of Fisk Tower and turn Spider-man into Peter Parker to capture the photographic evidence and give it to Rocket Raccoon.

Mission: 48

Given by: Drax

Unlocks: Drax

Cost to Buy: 150,000

Prerequisite: Complete Mission 47 (Drax)

Drax is performing on the rooftop of Marvel HQ. After speaking with him, it's clear that he needs a lion to kick his performance up a notch. You'll find a lion near the circus. Just ride it back to Drax and he will join your roster.

Chinatown Character Tokens

Black Cat

Abilities Needed: Web/Super Sense

Cost to Buy: 150,000

Prerequisite: None

Southeast of Central Park, look for a building with a pink neon cat sign. Use grapple to pull off the two pins on the roll-up door. Once inside, use Super Sense to locate the switch that opens the nearby crate.

Iron Patriot

Abilities Needed: Claws/Web/Super Sense

Cost to Buy: 150,000

Prerequisite: None

On the Empire State Building, raise the three flags. The first needs claws, the second needs web, and the third needs super sense. Once the colors have been raised, collect the Iron Patriot Character Token.

Iron Man (Hulkbuster)

Abilities Needed: None

Cost to Buy: 150,000

Prerequisite: None

Destroy eight vents within five seconds on the Stark Tower helipad to earn the Character Token. Beam attacks are helpful in destroying the targets quickly.

Chinatown Vehicle Tokens

Pizza Van

Abilities Needed: Web/Claws/Beam

Cost to Buy: 150,000

Prerequisite: None

Activate the three claw switches on the balconies and roof of the pizza parlor in Little Italy to open the door and claim the Vehicle Token. The second requires a web character to pull the grapple handle, as well as super sense to expose the nearby ladder. The third claw switch on the rooftop is encased in ice that must be melted as well.

Chinatown Stan Lee in Peril

Stan Lee: 1

Abilities Needed: Mind Control

Prerequisite: Level 3: Oscorp

Outside of Marvel HQ, a frustrated Stan Lee cannot get inside. Use mind control on the security guard and make him flip the nearby switch to grant Stan Lee access.

Stan Lee: 6

Abilities Needed: Flight

Prerequisite: Rescue Stan Lee in Peril 5

Stan Lee has been carried off by a gorilla to the top of the Empire State Building! Fly up and scare off the animal to set Stan free.

Chinatown Gold Bricks

Gold Brick: 9

Type: Escort

Abilities Needed: None

Prerequisite: None

Two blocks north of Marvel HQ, this poor woman has lost her son. Track him to a grocery store one block east of the Baxter Building and escort him back.

Gold Brick: 18

Type: Escort

Abilities Needed: Mind Control

Prerequisite: None

At Grand Central Station, use mind control to make the patrons get in line behind the rope line.

Gold Brick: 20

Type: Brawl

Abilities Needed: None

Prerequisite: Level 3: Oscorp

Speak with this fellow outside of Grand Central Station. He informs you that "monsters" are in the subway tunnels. Go into the tunnels and beat down all of the symbiote goons to earn a Gold Brick for your efforts.

Gold Brick: 34

Type: Fetch

Abilities Needed: None

Prerequisite: None

Along the eastern shoreline, you'll find F.E.A.S.T. They had carrot soup on the menu, but they are a bit short on the veggies. Head to Soho and stop a carrot thief to provide the veggies to F.E.A.S.T.

Gold Brick: 36

Type: Escort

Abilities Needed:

Prerequisite: Collect Gold Brick 8

This woman has lost her cat again … this time, the little critter is found a block west of the Queensboro Bridge where Gold Brick 108 is found.

Gold Brick: 37

Type: Escort

Abilities Needed: Mind Control

Prerequisite: Level 6: Red Head Detention

This woman is mistaken about where her boyfriend was supposed to meet her. Lucky for you, her hapless boyfriend is not far. Use mind control to guide the boyfriend through the obstacle course to his jilted girlfriend.

Gold Brick: 38

Type: Escort

Abilities Needed: None

Prerequisite: None

This restaurateur in Little Italy needs help drumming up interest in his food. A food critic with a baguette in hand is always hanging out in Times Square. Escort him back to the restaurant to claim your prize.

Gold Brick: 84

Type: Puzzle

Abilities Needed: None

Prerequisite: None

Control the RC cars under Queensboro Bridge and smash all of the target cars to win a Gold Brick.

Gold Brick: 93

Type: Puzzle

Abilities Needed: Beam/Explosive/Slurp

Prerequisite: Rescue Stan Lee in Peril 1 and build Marvel HQ Gold Door

Destroy the 10 gold and silver LEGO statues around Marvel HQ. Use slurp to pass through the grate to access the three behind glass.

Gold Brick: 105

Type: Puzzle

Abilities Needed: Invisibility

Prerequisite: None

In Soho, locate the neon sign of a face. To make the sign smile, use invisibility to sneak past the security camera on the roof and flip the switch inside the greenhouse.

Gold Brick: 106

Type: Puzzle

Abilities Needed: Bigfig/Cracked LEGO/Hyper-Strength

Prerequisite: None

Southeast of Marvel HQ is a series of Bigfig pads on a rooftop. You have 30 seconds to press all six Bigfig pads. Before doing so, destroy the cracked LEGO wall and pull the grapple handles to expose the two hidden Bigfig pads. Follow the path around the rooftop clockwise to trigger the pads in sequence.

Gold Brick: 107

Type: Race

Abilities Needed: Acrobat

Prerequisite: None

Just southwest of the Queensboro Bridge, the rooftop race sends you sliding down ziplines as you leap from rooftop to rooftop.

Gold Brick: 108

Type: Puzzle

Abilities Needed: Electricity/Magnetic

Prerequisite: None

Charge the electricity switch outside the "Aquarium" and use Magnetic ability to flip the switch inside the shop to earn a Gold Brick.

Gold Brick: 140

Type: Race

Abilities Needed: None

Prerequisite: None

This vehicle race runs along the eastern shoreline from Little Italy to the Raft Ferry Port.

Gold Brick: 145

Type: Race

Abilities Needed: None

Prerequisite: None

Southeast of Marvel HQ, race these RC cars through a mini checkpoint race on the rooftop to earn a Gold Brick.

Manhattan

Financial District

Financial District Missions

Icon	Given by?	Notes	Unlocks	Prerequisite
	Toad	Complete this final lily pad race on Liberty Island to unlock Toad.	Toad	Complete Mission 2 (Toad)
	Deadpool	After unlocking Deadpool, meet him for a race on the Brooklyn Bridge. Winner gets his scooter.	Deadpool's Scooter	Unlock Deadpool
	Blade	Race against Blade through the Financial District. Starts in the underground tunnel near Little Italy.	Pizza Bike	Level 13: Magnetic Personality
	Captain Britain	Recover the Britmobile for Captain Britain. The car is found on the top level of the parking structure near the Raft Ferry Port.	The Britmobile	Level 6: Red Head Detention
	Heimdall	Escort Heimdall's Asgardian friend from Oscorp to Little Italy.	Heimdall	Complete Mission 32 (Heimdall) and collect Gold Brick 4
	Groot	Southwest of Daily Bugle, win a game of whack-a-mole presented by Groot.	Mandarin's Boat	Complete Mission 40 (Groot)

Financial District Character Tokens

Icon	Character	Notes	Cost	Prerequisite
	Spider-Woman	In a building southwest of the bank, destroy the spider webs on the ground floor to access a lever. Trip the lever to open a container on the roof containing the Token.	150000	None
	Taskmaster	Over the water south of Manhattan, fly high into the sky to locate a floating platform. Destroy the silver LEGO padlock on the S.H.I.E.L.D. crate to receive the Token.	150000	None

Financial District Vehicle Tokens

Icon	Vehicle	Notes	Cost	Prerequisite
	Doom Jet	After defeating Galactus, look for the Token to be hovering in an intersection south of Times Square.	150000	Level 15: The Good, the Bad and the Hungry
	S.H.I.E.L.D. Staff Car	On a rooftop with S.H.I.E.L.D. markings southeast of Marvel H.Q., use invisibility to sneak past a security camera and use a tech panel to reveal the Token.	150000	None
	Golf Cart	Remove the blue LEGO boot from the Golf Cart on Liberty Island with the magnetic ability.	150000	None

Financial District Stan Lee in Peril

Icon	Notes	Prerequisite
	Destroy Stan Lee's LEGO car to rescue him from his predicament.	Rescue Stan Lee in Peril 10
	Destroy the post box in which Stan Lee is stuck.	Rescue Stan Lee in Peril 18
	Extinguish the real flames on the torch of the Statue of Liberty to allow Stan Lee to walk away.	Rescue Stan Lee in Peri l 19

Financial District Gold Bricks

Icon	Type	Notes	Prerequisite
	Fetch	Get some fancy coffee for the fellow near Oscorp. The coffee is located on the north side of the Industrial District. Look for the neon sign, then use super sense to reveal a shield switch. One inside the store, smash the machines to get the coffee.	None
	Escort	Reunite the Times Square tourist with her husband by the waterfront.	Level 3: Oscorp
	Puzzle	Use telekinesis to throw life preservers to four drowning citizens on the western shore.	Level 10: That Sinking Feeling
	Puzzle	Use telekinesis to replace the shop sign letters making them spell LEGO.	Level 11: Taking Liberties
	Escort	Destroy the four bank trucks after the robbery to stop the criminals.	Build the Federal Bank Gold Door
	Puzzle	Follow the LEGO stud arrows to locate the prize. Gold arrows can be trusted, while you have to go the opposite direction a silver arrow points.	None
	Puzzle	In the tunnel beneath the Brooklyn Bridge, play the RC hammer car game.	None
	Puzzle	On a rooftop near the Daily Bugle, use Beam to cut out an "M" from a gold LEGO panel and then symbiote to pass through the wall.	None
	Brawl	Defeat the Sentinel in the courtyard south of the Federal Bank.	None
	Puzzle	Navigate the Ant-Man maze at the base of the Statue of Liberty.	None
	Puzzle	On the roof of the Kronos Corporation, use telekinesis to manipulate the two blocks in the maze.	None
	Puzzle	Use invisibility to navigate the assault course that spans across the buildings on the western shore.	None
	Puzzle	Complete three tech panel puzzles on a rooftop east of the Daily Bugle.	None
	Race	This vehicle race begins just north of the Federal Bank.	None
	Race	Barrel along the eastern shoreline from the Brooklyn Bridge in this land race.	None
	Race	Unlock the Golf Cart on Liberty Island to engage in this exciting race.	None
	Race	Starting south of the Federal Bank, this race immediately heads underground into the tunnels of Manhattan.	None

Financial Distrct Taxi Missions

Icon	Notes	Unlocks	Prerequisite
	Shuttle this fare from the Brooklyn Bridge to Marvel H.Q. to unlock Cyclops (Astonishing) in your roster.	Cyclops (Astonishing)	Gold Brick 31

Financial District Photo Missions

Icon	Headline	Target	Prerequisite
	"Sand Central: The Aftermath"	Grand Central Station	Level 3: Oscorp
	"Criminal Breach Sinks Raft Security"	The Raft	Level 4: Rock Up at the Lock Up
	"Iron Man: Behind the Metal"	Stark Tower	Level 5: Rebooted, Resuited
	"Secret Hydra Base Uncovered!"	Empire State Building	Level 6: Red Head Detention
	"Golden Thunder at the End of the Rainbow!"	Bifrost Markings	Level 7: Bifrosty Reception
	"Madness at the Mutant Mansion!"	X-Mansion	Level 8: Juggernauts and Crosses
	"Being Young! It's … Awesome."	Skate Park	Complete Photo Mission 5
	"Lady Liberty Hits the Town—With Her Head!"	Statue of Liberty	Level 15: The Good, the Bad and the Hungry
	"Giant Purple People Eater!"	Manhattan Island	Level 15: The Good, the Bad and the Hungry
	"World Saved—Handsome Editor-in-Chief Ecstatic!"	Empire State with Central Park	Level 15: The Good, the Bad and the Hungry

Financial District Missions

Mission: 3

Given by: Toad

Unlocks: Toad

Cost to Buy: 150,000

Prerequisite: Complete Mission 2 (Toad)

Toad's final lily pad race takes place on Liberty Island. Winning this final challenge unlocks Toad in your roster.

Mission: 13

Given by: Deadpool

Unlocks: Deadpool's Scooter

Cost to Buy: 150,000

Prerequisite: Unlock Deadpool

After unlocking Deadpool, meet him on the Brooklyn Bridge to accept his race challenge. Win the race to add Deadpool's Scooter to your motor pool.

Mission: 16

Given by: Blade

Unlocks: Pizza Bike

Cost to Buy: 150,000

Prerequisite: Complete Level 13: Magnetic Personality

To accept Blade's racing challenge, head to the underpass that runs beneath Little Italy. Best him in the race to unlock the Pizza Bike.

Mission: 19

Given by: Captain Britain

Unlocks: The Britmobile

Cost to Buy: 150,000

Prerequisite: Complete Level 6: Red Head Detention

Speak with Captain Britain outside the bank. He is missing his signature ride, and he asks you to return it to him if you come across it. You can find the car parked on the top floor of the parking garage near the Raft Ferry Port.

Mission: 33

Given by: Heimdall

Unlocks: Heimdall

Cost to Buy: 200,000

Prerequisite: Complete Mission 32 (Heimdall) and collect Gold Brick 4

Heimdall is waiting in Little Italy for a friend of his. You will find his Asgardian friend across the street just south of Oscorp. Simply escort his friend and Heimdall is unlocked for your roster.

Mission: 41

Given by: Groot

Unlocks: Mandarin's Boat

Cost to Buy: 150,000

Prerequisite: Complete Mission 40 (Groot)

Just southwest of the *Daily Bugle*, Groot is waiting for you in the park. Beat his whack-a-mole game by taking out nine moles in 30 seconds.

Financial District Character Tokens

Spider-Woman

Abilities Needed: None

Cost to Buy: 150,000

Prerequisite: None

In a building along the shore, southwest of the bank, you find the Spider-Woman Character Token. To claim it, clear the ground floor of webs and flip the switch. Scale the side of the building using the webs to reach the roof where a container has opened and claim the Token.

Taskmaster

Abilities Needed: Explosive

Cost to Buy: 150,000

Prerequisite: None

Fly high into the sky south of Manhattan to find a floating platform. On this platform is a S.H.I.E.L.D. crate with a silver LEGO padlock. Destroy the padlock to claim the Taskmaster Character Token.

Financial District Vehicle Tokens

Doom Jet

Abilities Needed: None

Cost to Buy: 150,000

Prerequisite: Complete Level 15: The Good, the Bad and the Hungry

Defeat Galactus and you'll find the Doom Jet Vehicle Token in an intersection south of Times Square.

S.H.I.E.L.D. Staff Car

Abilities Needed: Invisibility/Tech

Cost to Buy: 150,000

Prerequisite: None

Southeast of Marvel HQ, you will discover a rooftop with radio towers and S.H.I.E.L.D. markings. Use invisibility to sneak past the security camera and manipulate the tech panel within the booth. This tech panel opens a container that contains the Vehicle Token.

Golf Cart

Abilities Needed: Magnet

Cost to Buy: 150,000

Prerequisite: None

On Liberty Island, use a character with the magnetic ability to remove the boot from the Golf Cart to unlock it in your motor pool.

Financial District Stan Lee in Peril

Stan Lee: 11

Abilities Needed: None

Prerequisite: Rescue Stan Lee in Peril 10

South of the *Daily Bugle*, Stan Lee has managed to get his car stuck in the branches of a tree. Help him get down by destroying his ride.

Stan Lee: 19

Abilities Needed: None

Prerequisite: Rescue Stan Lee in Peril 18

Stan Lee was peering into a post box and has gotten himself stuck. Destroy the post box to free him from his predicament.

Stan Lee: 20

Abilities Needed: Flight/Ice

Prerequisite: Rescue Stan Lee in Peril 19

Stan Lee strayed during the Statue of Liberty tour and is stranded atop the torch. To make matters worse, the torch is ablaze. Fly up to the small balcony on the torch and use it as a platform when extinguishing the flames.

Financial District Gold Bricks

Gold Brick: 3

Type: Fetch

Abilities Needed: Super Sense/Shield

Prerequisite: None

Just a block south of Oscorp, a citizen needs to get some fancy coffee. You'll find the coffee shop near the basketball courts in the north end of the island. Look for the neon coffee cup and use super sense on the balcony to reveal a shield switch. Trigger the shield switch to open the shop and smash the coffee machine to get the brew. Return to the man with the coffee to receive a Gold Brick.

Gold Brick: 7

Type: Escort

Abilities Needed: None

Prerequisite: Complete Level 3: Oscorp

This tourist has been separated from his wife. You'll find her at Times Square. Escort her back to the western shore to reunite the two foreigners.

Gold Brick: 16

Type: Puzzle

Abilities Needed: Telekinesis

Prerequisite: Complete Level 10: That Sinking Feeling

On the south end of the Financial District, a sea captain needs your help saving some citizens that are in the water. Use telekinesis to toss life preservers to the distressed citizens.

Gold Brick: 30

Type: Escort

Abilities Needed: None

Prerequisite: Federal Bank Gold Door

Chase down and destroy the four bank trucks that are barreling through the Financial District after the robbery.

Gold Brick: 40

Type: Puzzle

Abilities Needed: None

Prerequisite: None

Test out the new S.H.I.E.L.D. tech by following the arrows made by LEGO studs. When you see gold studs, the direction is correct. If you see silver LEGO studs, go opposite of the direction they point to. You'll receive a Gold Brick for your participation!

Gold Brick: 85

Type: Puzzle

Abilities Needed: None

Prerequisite: None

Inside the tunnel that runs beneath the Brooklyn Bridge, have a little fun smashing RC cars to earn a Gold Brick.

Gold Brick: 88

Type: Puzzle

Abilities Needed: Symbiote/Beam

Prerequisite: None

On a rooftop south of the *Daily Bugle*, use a Beam to cut the gold LEGO panel, then use symbiote to pass through the wall. You'll appear inside the radio tower, where you can claim the Gold Brick.

Gold Brick: 100

Type: Brawl

Abilities Needed: Beam/Explosive/Cracked LEGO

Prerequisite: None

Bring down the Sentinel in the courtyard area in the south end of the Financial District.

Gold Brick: 101

Type: Puzzle

Abilities Needed: Shrink

Prerequisite: None

At the base of the Statue of Liberty, use a character with the shrink ability to navigate the Ant-Man maze. Use the switches to open each of the three sections, starting with the right side.

Gold Brick: 102

Type: Puzzle

Abilities Needed: Telekinesis

Prerequisite: None

On the roof of the Kronos Corporation, use a character with Telekinesis to guide the two devices through the maze to the end.

Gold Brick: 103

Type: Puzzle

Abilities Needed: Invisibility/Acrobat/Projectile

Prerequisite: Collect Gold Brick 30

West of the Federal Bank is a series of buildings. Start on the shortest of them and trip the switch. Now that the container is opened, use invisibility and acrobat skills to navigate the assault course to claim the Gold Brick.

Gold Brick: 104

Type: Puzzle

Abilities Needed: Tech

Prerequisite: None

On a rooftop east of the *Daily Bugle*, use a tech character to complete the three tech panel puzzles to open the container.

Gold Brick: 141

Type: Race

Abilities Needed: None

Prerequisite: None

Just north of the Federal Bank, you'll find the starting line for a vehicle race that whips you through the Financial District.

Gold Brick: 149

Type: Race

Abilities Needed: None

Prerequisite: None

Starting near the Brooklyn Bridge, this land race runs up the eastern shoreline of Manhattan Island's Financial District.

Gold Brick: 151

Type: Race

Abilities Needed: None

Prerequisite: None

On Liberty Island, an exciting vehicle race awaits you. Your speed machine? … A Golf Cart.

Gold Brick: 152

Type: Race

Abilities Needed: None

Prerequisite: None

Beginning south of the Federal Bank, this race zips you through the underpass there and into the tunnel beneath the Financial District.

Financial District Taxi Missions

Taxi Mission: 1

Unlocks: Cyclops (Astonishing)

Cost to Buy: 150,000

Prerequisite: Collect Gold Brick 31

Shuttle this fare from the Brooklyn Bridge to Marvel HQ to unlock Cyclops (Astonishing) for your roster.

Financial District Photo Missions

Although J. Jonah Jameson will assign the task to anyone, only Peter Parker is skilled as a photojournalist and able to complete these missions.

Photo Mission: 1

Prerequisite: Complete Level 3: Oscorp

Target: Grand Central Station

Vantage Point:

Photo Mission: 2

Prerequisite: Complete Level 4: Rock Up at the Lock Up

Target: The Raft

Vantage Point:

Photo Mission: 3

Prerequisite: Complete Level 5: Rebooted, Resuited

Target: Stark Tower

Vantage Point:

Photo Mission: 4

Prerequisite: Complete Level 6: Red Head Detention

Target: Empire State Building

Vantage Point:

Photo Mission: 5

Prerequisite: Complete Level 7: Bifrosty Reception

Target: Bifrost Markings

Vantage Point:

Photo Mission: 6

Prerequisite: Complete Level 8: Juggernauts and Crosses

Target: X-Mansion

Vantage Point:

Photo Mission: 7

Prerequisite: Complete Photo Mission 5

Target: Skate Park

Vantage Point:

Photo Mission: 8

Prerequisite: Complete Level 15: The Good, the Bad and the Hungry

Target: Statue of Liberty

Vantage Point:

Photo Mission: 9

Prerequisite: Complete Level 15: The Good, the Bad and the Hungry

Target: Manhattan Island

Vantage Point:

Photo Mission: 10

Prerequisite: Complete Level 15: The Good, the Bad and the Hungry

Target: Empire State with Central Park

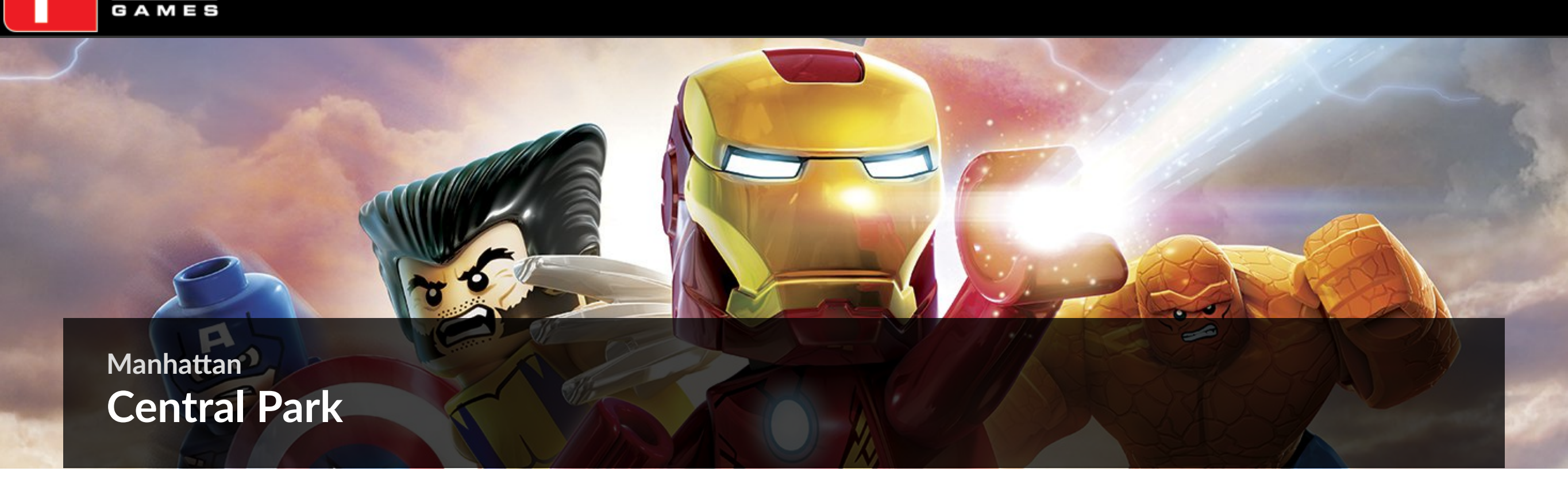
Vantage Point:

Gold Brick: 17

Type: Puzzle

Abilities Needed: Telekinesis

Prerequisite: Level 11: Taking Liberties



Manhattan

Central Park

Central Park Missions

Icon	Given by?	Notes	Unlocks	Prerequisite
	Gambit	Play Gambit's cups game and make the correct guess three times.	Black Bolt	Level 8: Juggernauts and Crosses
	Gambit	Track down Gambit's missing card near the gold and silver LEGO Stan Lee statues east of the Circus.	Gambit	Mission 29 (Gambit)
	Groot	Accept Groot's challenge and win at his whack-a-mole game.	Flower Car	Level 15: The Good, the Bad and the Hungry

Central Park Character Tokens

Icon	Character	Notes	Cost	Prerequisite
	Ronan the Accuser	Locate the hidden room east of the Circus and destroy the gold and silve LEGO panels within. Then charge the three electricity panels to open the container.	150000	None
	Kraven the Hunter	Shoot out the five targets in the Reptile House quickly.	150000	None
	Viper	Find the S.H.I.E.L.D. crate northwest of the Circus and destroy the gold LEGO padlock to open it.	150000	None

Central Park Vehicle Tokens

Icon	Vehicle	Notes	Cost	Prerequisite
	Fantasticar	You'll find this Vehicle Token at the Central Park fountain after completing Level 9: A Doctor in the House.	150000	Level 9: A Doctor in the House
	Stark Jet	Pick up this Vehicle Token at the Central Park lake after completing Level 13: Magnetic Personality.	150000	Level 13: Magnetic Personality

Central Park Stan Lee in Peril

Icon	Notes	Prerequisite
	Use super sense and web abilities to lift the toppled chess pieces off of Stan Lee.	Rescue Stan Lee in Peril 1
	Dig Stan Lee out of the sand near the circus tent while fighting off goons.	Rescue Stan Lee in Peril 7
	Use the magnetic ability to save a drowning Stan Lee by throwing him a life preserver.	Rescue Stan Lee in Peril 9
	Break open the clown car using a web ability character to set Stan Lee free.	Rescue Stan Lee in Peril 17
	Shoot the balloon that Stan Lee is suspended from high above the Circus Tent.	Rescue Stan Lee in Peril 22

Central PArk Gold Bricks

Icon	Type	Notes	Prerequisite
	Escort	Find and return the circus performer's monkey to him. Shoot the tree branch to get the monkey down from the tree.	Level 5: Rebooted, Resuited
	Puzzle	Charge the Duck-Delighting Cannon and feed the ducks.	Level 13: Magnetic Personality
	Brawl	Beat up all of the Sandman Goons in the picnic area in the southeast corner of the park.	None
	Fetch	Track down and return a gorilla, lion, and elephant in Soho. The lion is on a fire escape.	Gold Brick 11
	Brawl	Pilot the RC boat on the lake and destroy all the yellow submarines.	None
	Puzzle	Use super sense near the stone spire in the north end of the park to reveal a dig site. After digging follow the stud trail and repeat to find your prize.	None
	Puzzle	Shrink and navigate the Ant-Man maze in the southern side of Central Park.	None
	Puzzle	Destroy the four plants that are around the Reptile House fountain.	None
	Puzzle	Destroy the four silver and gold LEGO statues of Stan Lee.	None
	Puzzle	Stand on the bridge pad and shoot all of the targets that pop up.	None
	Race	On the east side of the lake, control an RC boat through a checkpoint race.	None
	Race	This vehicle race sends you romping through Central Park as you dash from one checkpoint to the next.	None

Central Park Missions

Mission: 28

Given by: Gambit

Unlocks: Black Bolt

Cost to Buy: 150,000

Prerequisite: Complete Level 8: Juggernauts and Crosses

Play Gambit’s cups game and win three times. Follow the cup with the ball underneath and use Telekinesis to lift it.

Mission: 30

Given by: Gambit

Unlocks: Gambit

Cost to Buy: 150,000

Prerequisite: Complete Mission 29 (Gambit)

Meet with Gambit near the picnic tables in the park. After an argument with Storm, his cards were blown away… He’s found all but one. Help him out by recovering the missing card from a tree along the path near the gold and silver LEGO Stan Lee statues.

ICON_quest40

Mission: 40

Given by: Groot

Unlocks: Flower Car

Cost to Buy: 150,000

Prerequisite: Galactus

Just outside the Reptile House, Groot is waiting to challenge you to a game of whack-a-mole. Best his challenge to earn the Daisy Car Vehicle Token.

Central Park Character Tokens

Ronan the Accuser

Abilities Needed: Electricity/Explosive/Beam

Cost to Buy: 150,000

Prerequisite: None

East of the circus tents you will find a hidden path beneath the silver and gold LEGO statues. Inside the hidden room, use a beam attack to destroy the gold LEGO panel and explosives to destroy the silver LEGO panel. Then, charge the three electricity switches to open the container.

Kraven the Hunter

Abilities Needed: None

Cost to Buy: 150,000

Prerequisite: None

Take down the five targets in the Reptile House to earn Kraven the Hunter’s Character Token.

Viper

Abilities Needed: Beam

Cost to Buy: 150,000

Prerequisite: None

Destroy the gold LEGO padlock on the S.H.I.E.L.D. crate southwest of the lake.

Central Park Vehicle Tokens

Fantasticar

Abilities Needed: None

Cost to Buy: 150,000

Prerequisite: Complete Level 9: Doctor in the House

You’ll find this Vehicle Token at the Central Park fountain after completing Level 9: Doctor in the House.

Stark Jet

Abilities Needed: None

Cost to Buy: 150,000

Prerequisite: Complete Level 13: Magnetic Personality

Pick up this Vehicle Token at the Central Park lake after completing Level 13: Magnetic Personality.

Central Park Stan Lee in Peril

Stan Lee: 2

Abilities Needed: Sense/Web

Prerequisite: Rescue Stan Lee in Peril 1

Use super sense at the chess board to locate a grapple handle, then use web to pull the chess pieces off of Stan.

Stan Lee: 8

Abilities Needed: Dig

Prerequisite: Rescue Stan Lee in Peril 7

Stan Lee is buried in the sand near the circus tent. Dig him out while fighting off Sandman’s goons to free him.

Stan Lee: 10

Abilities Needed: Magnetic

Prerequisite: Rescue Stan Lee in Peril 9

Stan Lee can’t swim! Save him by using the magnetic ability to throw the nearby life preserver out to him.

Stan Lee: 18

Abilities Needed: Web

Prerequisite: Rescue Stan Lee in Peril 17

Save Stan Lee from a clown car mishap near the circus tent. Use a web-slinging character to pull on the grapple handle and tear the car apart, freeing the captive Stan Lee.

Stan Lee: 23

Abilities Needed: None

Prerequisite: Rescue Stan Lee in Peril 22

Floating with a balloon high above the circus, Stan Lee needs help getting down. Target the balloon with a projectile to stop his ascent and bring him back down to earth.

Central Park Gold Bricks

Gold Brick: 11

Type: Escort

Abilities Needed: None

Prerequisite: Complete Level 5: Rebooted, Resuited

This once joyful fellow has lost his monkey. Head to the northwest corner of Central Park to find the mischievous critter in a tree. Target the branches with a projectile to get the monkey’s attention and escort him back to the man.

Gold Brick: 12

Type: Puzzle

Abilities Needed: Electricity

Prerequisite: Complete Level 13: Magnetic Personality

Charge up the electricity switch on the Duck-Delighting Cannon and feed the ducks on the lake to earn your Gold Brick.

Gold Brick: 19

Type: Brawl

Abilities Needed: None

Prerequisite: None

A small picnic and play area in the southeast corner of Central Park has been overrun by Sandman goons. Speak with a concerned mother nearby to get the fight started and run the goons out of there.

Gold Brick: 33

Type: Fetch

Abilities Needed: None

Prerequisite: Collect Gold Brick: 11

Talk with the man near the circus tents to accept the task of returning some animals that went missing. The first is a gorilla in a Soho pagoda, the second is a lion near the pagoda on a fire escape and the third is an elephant in an alley just south of the park.

Gold Brick: 91

Type: Brawl

Abilities Needed: None

Prerequisite: None

Take control of one of the RC boats on the lake and destroy all of the yellow submarines to earn a Gold Brick.

Gold Brick: 115

Type: Puzzle

Abilities Needed: Super Sense/Dig

Prerequisite: None

Use super sense near the stone spire in the north end of Central Park and tear open the dig site to reveal a stud trail. Follow the trail to another dig site. Repeat to discover the Gold Brick beneath the dirt.

Gold Brick: 116

Type: Puzzle

Abilities Needed: Shrink

Prerequisite: None

Locate the Ant-Man maze in the south end of Central Park. Shrink down and navigate the small structure to activate the two switches and claim the Gold Brick.

Gold Brick: 117

Type: Puzzle

Abilities Needed: None

Prerequisite: None

Destroy the four plants surrounding the Reptile House fountain in five seconds to complete this challenge.

Gold Brick: 118

Type: Puzzle

Abilities Needed: Beam/Explosive

Prerequisite: None

Destroy the four silver and gold LEGO statues of Stan Lee east of the circus tent.

Gold Brick: 119

Type: Puzzle

Abilities Needed: None

Prerequisite: None

Stand on the bridge pad and destroy the pop-up targets that appear along the street below.

Gold Brick: 146

Type: Race

Abilities Needed: None

Prerequisite: None

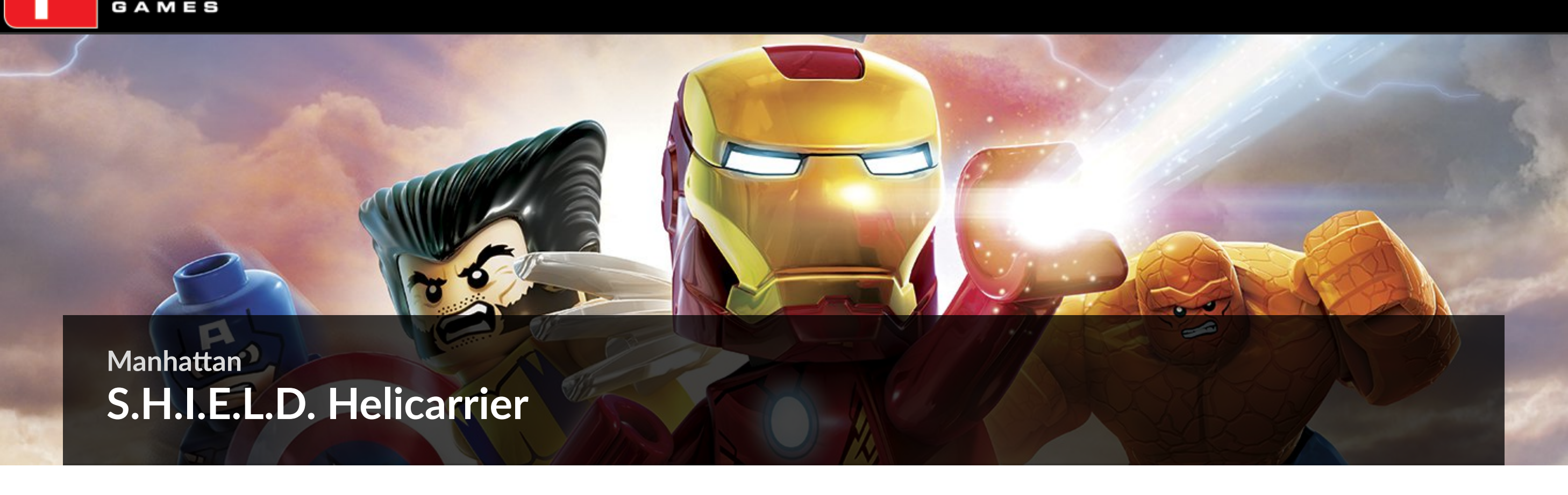
Take control of the RC boats on the east side of the lake and run the checkpoint race with them to earn your prize.

Gold Brick: 153

Type: Race

Abilities Needed: None

Prerequisite: None



Manhattan

S.H.I.E.L.D. Helicarrier

S.H.I.E.L.D. Helicarrier Missions

Icon	Given by?	Notes	Unlocks	Prerequisite
	Silver Surfer	Meet the Silver Surfer at the front of the helicarrier and beat him in a flying race.	Gold Brick	Level 15: The Good, the Bad, and the Hungry
	Maria Hill	Beat Maria Hill in a kart race on a force field track.	Go-Kart	None
	Maria Hill	Help defend the helicarrier by defeating waves of A.I.M. Agents.	S.H.I.E.L.D. Minicarrier	Complete Mission 37 (Maria Hill)
	Maria Hill	Meet up with Maria Hill again as she challenges you to another cart race over the helicarrier.	Maria Hill	Complete Mission 38 (Maria Hill)

S.H.I.E.L.D. Helicarrier Character Tokens

Icon	Character	Notes	Cost	Prerequisite
	Damage Control	Put out the fire on the aft deck.	150000	None
	S.H.I.E.L.D. Agent	Use the cannon on the walkway under the aft deck to destroy targets	150000	None

S.H.I.E.L.D. Helicarrier Vehicle Tokens

Icon	Vehicle	Notes	Cost	Prerequisite
	S.H.I.E.L.D. Jet Fighter	Pull on a grapple handle, then move through a grate to get the token.	150000	Level 2: Baxter Building

S.H.I.E.L.D. Helicarrier Stan Lee in Peril

Icon	Notes	Prerequisite
	Destroy the rescue bot holding Stan Lee captive.	Rescue Stan Lee in Peril 6
	Break a container which is on top of Stan Lee.	Rescue Stan Lee in Peril 23

S.H.I.E.L.D. Helicarrier Gold Bricks

Icon	Type	Notes	Prerequisite
	Fetch	Use telekinesis to get a letter along the aft walkways under the main deck.	Level 9: Doctor in the House
	Escort	Use super senses to find an invisible worker and escort him back to his friend.	Level 14: A Doom with a View
	Fetch	Find a worker's lost wrench and deliver back to him.	None
	Fetch	Find a leg cast in the hangar and take it back to the med bay.	None
	Fetch	Locate a missing trading card and take it back to the worker in the hallway.	None
	Puzzle	Use telekinesis to wash graffiti off of the window in the laboratory.	None
	Brawl	Defeat all of the snakes down in the hangar.	None
	Puzzle	Shoot down jets with a missile turret.	Level 3: Oscorp
	Puzzle	Use a laser turret to shoot down jets.	Level 3: Oscorp
	Puzzle	Destroy gold and silver objects blocking a turbine, then use electricity to charge up a transformer.	None
	Race	This air race begins near the rear of the helicarrier deck.	Level 3: Oscorp

S.H.I.E.L.D. Helicarrier Missions

Mission: 7

Given by: Silver Surfer

Unlocks: Gold Brick

Cost to Buy: None

Prerequisite: Complete Level 15: The Good, the Bad, and the Hungry

The Silver Surfer can be found at front of the helicarrier. Since he got his board back, he challenges you to a race. You need a character who can fly. Beat the Silver Surfer through a course of floating rings to win the race and get a gold brick. Iron Man is a good choice for this race.

Mission: 37

Given by: Maria Hill

Unlocks: Go-Kart

Cost to Buy: 150,000

Prerequisite: None

Maria has come up with a new use for the force field projector. She has reprogrammed it to create a kart track and challenges you to a race. Hop into one of the karts and get ready to race. Try to nudge Maria at the start to give yourself an advantage and then be sure to get through all of the gates and to the finish line before Maria. As a reward, you unlock the Go-Kart.

Mission: 38

Given by: Maria Hill

Unlocks: S.H.I.E.L.D. Minicarrier

Cost to Buy: 150,000

Prerequisite: Complete Mission 37 (Maria Hill)

The helicarrier has come under attack by A.I.M. Agents. Help Maria Hill fight them off. Defeat all waves of enemies to unlock the S.H.I.E.L.D. Minicarrier.

Mission: 39

Given by: Maria Hill

Unlocks: Maria Hill

Cost to Buy: 150,000

Prerequisite: Complete Mission 38 (Maria Hill)

Maria Hill has challenged you to a rematch. She thinks she can beat you in a kart race. However, this time she has created a new track with some more challenging turns. Get a head start and don't let her pass as you beat her to the finish line. Once you win, you unlock the Maria Hill character for purchase.

S.H.I.E.L.D. Helicarrier Character Tokens

Damage Control

Abilities Needed: None

Cost to Buy: 150,000

Prerequisite: None

There is a fire on the aft deck of the helicarrier. You need to put out the flames. If you have a character with the ice ability, use a cold beam to put out the flames. You can also use the nearby water cannon to douse the fire and get a Character Token for Damage Control.

S.H.I.E.L.D. Agent

Abilities Needed: None

Cost to Buy: 150,000

Prerequisite: None

Climb down the ladders and walkways at the aft of the helicarrier to get to a platform located under the main deck. Pull on a lever to activate a shooting challenge. Climb onto the cannon and shoot all of the targets. Complete this task to unlock the S.H.I.E.L.D. Agent for purchase.

S.H.I.E.L.D. Helicarrier Vehicle Tokens

S.H.I.E.L.D. Jet Fighter

Abilities Needed: Grapple/Grate

Cost to Buy: 150,000

Prerequisite: Complete Level 2: Baxter Building

Locate a grapple handle in the lower area of the deck near the middle. Use a character that can pull on a grapple handle, such as Spider-Man. Then switch to a character that can go through a grate, such as Mister Fantastic, to get the vehicle token for the S.H.I.E.L.D. Jet Fighter.

S.H.I.E.L.D. Helicarrier Stan Lee in Peril

Stan Lee: 7

Abilities Needed: None

Prerequisite: Rescue Stan Lee in Peril 6

Stan Lee is being held by a rescue bot on the deck of the helicarrier. Attack the rescue bot, hitting it several times, to destroy it and free Stan Lee.

Stan Lee: 24

Abilities Needed: None

Prerequisite: Rescue Stan Lee in Peril 23

Make your way down into the helicarrier interior and all the way to Deadpool's room. Stan Lee is trapped under a container. Destroy the container to rescue Stan Lee.

S.H.I.E.L.D. Helicarrier Gold Bricks

Gold Brick: 5

Type: Fetch

Abilities Needed: Telekinesis

Prerequisite: Complete Level 9: Doctor in the House

One of the workers on the helicarrier needs to find an envelope. Head down the ladders and walkways to the area under the main deck at the rear of the helicarrier. The envelope is caught in some plants, so you must use telekinesis to remove the envelope from the plants. Then pick it up and carry it back to the worker.

Gold Brick: 39

Type: Escort

Abilities Needed:

Prerequisite: Complete Level 14: A Doom with a View

One of the workers needs you to locate an worker who has been hiding using invisibility. Look around the deck of the helicarrier with a character with super senses to find the worker. Look for the colored sparkles so that you know where to search. Once you find the worker, escort him back to the friend who gave you the mission to earn a Gold Brick.

Gold Brick: 41

Type: Fetch

Abilities Needed: None

Prerequisite: None

A worker's wrench has gone missing in the hanger inside the helicarrier. Move to the right side of the hangar and look for the wrench on one of the crates. Pick it up and carry it back to the worker to get a Gold Brick.

Gold Brick: 42

Type: Fetch

Abilities Needed: None

Prerequisite: None

A worker in the med bay needs a cast for a character's broken leg. The cast is located in the hangar. Find it in the hangar and bring it back to the med bay to get a Gold Brick.

Gold Brick: 43

Type: Fetch

Abilities Needed: None

Prerequisite: None

A worker is looking for his Captain America trading card. Find it for him in the detention cell and bring it back to him. Your reward is a Gold Brick.

Gold Brick: 44

Type: Puzzle

Abilities Needed: Telekinesis

Prerequisite: None

Deadpool has been leaving graffiti on the windows of the laboratory. A worker needs your help. Use telekinesis on the purple squeegee and move it over the graffiti to wash the window. Once the window is clean, you will get a Gold Brick.

Gold Brick: 45

Type: Brawl

Abilities Needed: None

Prerequisite: None

Nick Fury is not happy about some snakes in the hangar of the helicarrier. One of the workers in the hangar needs help getting rid of those snakes. Defeat all of the snakes in the hangar to earn a Gold Brick.

Gold Brick: 87

Type: Puzzle

Abilities Needed: None

Prerequisite: Complete Level 3: Oscorp

This shooting game takes place near the command structure on the deck of the helicarrier. Take control of a missile turret and fire at jets to shoot them down. Get them all and be rewarded with a Gold Brick.

Gold Brick: 89

Type: Puzzle

Abilities Needed: None

Prerequisite: Complete Level 3: Oscorp

This is another shooting game. Take control of one of the laser turrets on the port side of the helicarrier deck and shoot at jets that fly around. Get lots of hits to walk away with a Gold Brick.

Gold Brick: 90

Type: Puzzle

Abilities Needed: Beam/Explosive/Electricity

Prerequisite: None

Several objects are blocking the rear port turbine. Select a character with a beam attack and destroy a couple of gold objects. Then use explosives to destroy silver objects. Once the turbine is clear, switch to a character with the electricity ability to charge up a transformer and get the turbine rotating again. This task provides a Gold Brick for you.

Gold Brick: 134

Type: Race

Abilities Needed: None

Prerequisite: Complete Level 3: Oscorp

Look for a round race ring near the rear of the helicarrier. This is an air race, so when you are ready to begin, fly through the ring to start the race. You must get to the next ring before the time runs out. Keep following the course of rings all the way down to Manhattan. Get to the finish line before the timer runs out to get a Gold Brick.

Free Play

Introduction

Once you have completed a level in Story mode, as covered in the Walkthrough section, you unlock that level for Free Play mode. In Free Play, you can go through the level again. However, this time you can use any of the characters you have unlocked—not just the story characters. This allows you to get all the collectibles for that level.

Each level contains 10 minikits and 1 Stan Lee in Peril. Some of these could be collected during Story mode. However, a vast majority are only obtainable during Free Play mode. This section provides the details on how to get all 150 minikits and 15 Stan Lee in Perils for the 15 levels of the game. For information on solving the puzzles to complete the level, refer to the Walkthrough section which takes you step-by-step through each of the levels.

Tip

To play a level in Freeplay, you need to select the location from the map screen and then in the menu that appears, select Freeplay to begin the level.

Free Play

Level 1: Sand Central Station

Level Collectibles

No.	Icon(s)	Mode	Notes
1	–	Story	Destroy the three mailboxes located along the sidewalks to either side of the roadway.
2		Freeplay	Throw Thor's hammer at the cracked billboard and then fly to get the minikit
3		Freeplay	Dig up a dig spot, assemble pieces into a scooter, and then ride it to a pizza stand.
4		Freeplay	Charge up a power transformer, then use super senses to find grapple handles. Pull on the handles.
5		Freeplay	Break a golden object hanging from the ceiling with a heat beam.
6		Freeplay	Detect a golden object on a wall with super senses, destroy the object with a heat beam, then use a sandbox ability to dig out the minikit.
7		Freeplay	Cut open a golden door with a heat beam, use a claw switch, and then use mind control to make a person get the minikit for you.
8		Freeplay	Use telekinesis on the statues by the clock at the front.
9		Freeplay	Freeze some water on top of the water tower into an ice slide and then ride down the slide.
10	–	Freeplay	Destroy 5 golden objects on top of the roof.
11	Stan Lee	Story	Destroy the kiosk on top of Stan Lee on the left upper balcony in the terminal.

Park Avenue

Minikit 1

There are three mailboxes along the sidewalks. Two are on the left and one is on the right. Destroy them all to get the minikit.

Minikit 2

This minikit can be tough. You need someone that can break cracked objects at a distance. Thor is a good choice. Stand on the elevated road so you can see the cracked billboard. Then take aim and throw the hammer. Fly up to the alcove behind the billboard to get the minikit.

Minikit 3

There is a dig spot at the front right of the area. Use a character that can dig such as Wolverine to dig up a pizza scooter.

Climb onto the scooter and ride it down the sidewalk all the way to the pizza stand to get the minikit.

Minikit 4

You must first transfer power to a power transformer using a character such as Thor or Storm in order to open the metal door in front of a comic book store.

Switch to Spider-Man or a similar character and use super senses to detect a couple grapple handles. Pull on them to break open the front of the store so you can move inside to get the minikit.

Grand Central Concourse

Stan Lee in Peril

Stan Lee is located up on the balcony on the left side of the concourse. To save him, fly up there and break the vending machine that has him trapped.

Minikit 5

Use a hero with a heat beam and get up onto the balcony on the left side. Aim the beam at the golden object hanging from the ceiling. When it breaks, it drops a golden chandelier with a minikit inside. The chandelier breaks when it hits the ground so you can get the minikit.

Minikit 6

Use super senses on the right side of the concourse to detect a golden object on the wall. Then switch to a character with a heat beam and destroy the object to release some sand that forms a sandbox on the ground.

Select a character with a sandbox ability such as Sandman, then walk onto the sandbox and press the use button. He changes into a sand steam shovel that digs out a minikit for your collection.

Minikit 7

Cut open a golden door on the left side of the concourse with a character who has a heat beam.

The claw switch inside the doorway must be activated by a hero who has claws, such as Wolverine.

Select Jean Grey or another character with mind control. Take control of a person on the other side of the glass wall and move them to get the minikit for you.

Rooftop

Minikit 8

Select a character with telekinetic power and use it near the statues on the clock at the front of the rooftop. After they play some music, you are rewarded with a minikit.

Minikit 9

After breaking apart the water tower, select a character with a freeze beam, and freeze the water on the tower into an ice slide. Climb onto the slide and ride it down to the bottom to collect a minikit.

Minikit 10

There are five golden air vents scattered about the rooftop of the building. Use a character with a heat beam to destroy them. A minikit appears when you destroy the last one.

Free Play

Level 2: Times Square Off

Level Collectibles

No.	Icon(s)	Mode	Notes
1		Freeplay	Use magnetic powers to open a safe at the back of the lab.
2		Freeplay	Blow up a silver object, then power a transformer to access a secret room.
3		Freeplay	Dig up a dig spot, then use power cosmic to assemble some cosmic bricks into a rocket.
4	–	Story	Hit five greenhouse planters scattered about the rooftops to get this minikit.
5		Freeplay	Destroy a silver vent, then as Venom, move through some slurp to get up to a greenhouse.
6		Freeplay	Destroy a golden fire extinguisher near a barbecue grill, then get the minikit from within some flames.
7		Freeplay	Destroy silver objects and assemble pieces into a pump. Jump on the pump, then use a Fantastic 4 pad.
8		Freeplay	Pull on some green handles on the side of a truck with a super-strong character.
9		Freeplay	Blow up a silver car, then use a super-strong character to break the cracked area of the street.
10	–	Freeplay	Destroy 5 golden-topped fire hydrants scattered about the area.
11	Stan Lee	Story	Destroy silver objects under a water tower, assemble pieces into a pipe, then use telekinesis to turn a wheel and burst the tank of water.

The Lab

Minikit 1

There is a blue safe in the back of the lab. Select a character with magnetic powers, such as Magneto, to open the safe and get the minikit.

Minikit 2

Destroy a silver object on the right side of the lab to reveal a power transformer.

Select a character such as Thor or Storm and charge them with lightning. Then transfer the power to the transformer to open a door to a secret room where you can find a minikit as well as a purple stud.

Rooftops 1

Minikit 3

There is a dig spot on the edge of the first rooftop. Dig up some pieces made of cosmic bricks.

Select Silver Surfer and assemble the pieces into a rocket. As it takes off, it leaves behind a minikit.

Minikit 4

There are five greenhouse-style planters scattered on the rooftops. Hit each one of them to make plants grow out of the glass windows to get a minikit.

Minikit 5

Blow up a silver vent on the side of a building. Some slurp comes pouring out.

Switch to Venom and walk onto the slurp and press the use button. This takes you to another pool of slurp up in a greenhouse where you can pick up another minikit.

Rooftops 2

Stan Lee in Peril

Destroy the silver objects around the water tower on top of the building. Then assemble the pieces into water pipes.

Use telekinetic powers to turn the wheel and send water into the tank and burst it open to free Stan Lee.

Minikit 6

Destroy a golden fire extinguisher near a barbecue grill. This causes the grill to blow up as well, leaving behind a minikit in the middle of the flames. If you use the Human Torch, you can just go in and get the minikit. Otherwise, put out the flames using Iceman, Storm, or even Captain America to get the minikit.

Minikit 7

Destroy the silver tables and deckchairs in the grassy area on the rooftop. Assemble the pieces into a pump and jump on the pump a view times to inflate a pad in the pond.

Switch to Mister Fantastic and use the inflatable Fantastic 4 pad to change into a lawn mower. After the grass is mowed, a minikit appears.

Times Square

Minikit 8

Select a super-strong character, then pull on the green handles on the side of a truck to break it open and get the minikit inside.

Minikit 9

Blow up a silver car on the right side of the area.

In order to get the minikit, use a super-strong character to break open the cracked section of road underneath the car.

Minikit 10

There are five fire hydrants scattered about the area. Shoot at the golden tops with a heat beam to destroy them. A minikit appears when the fifth hydrant is destroyed.

Free Play

Level 3: Exploratory Laboratory

Level Collectibles

No.	Icon(s)	Mode	Notes
1		Freeplay	Destroy four golden signs with a heat beam.
2		Freeplay	Use magnetic powers to move batteries. Then with a smart character, use a control pad and complete a pattern of DNA.
3		Freeplay	Pull on some green handles with a super-strong character. Throw a shield at a shield switch.
4		Freeplay	Use mind control to make a worker pull a lever. Move through a grate, and then power up two transformers.
5		Freeplay	Dig up a dig spot to find a minikit.
6	–	Freeplay	Use Venom, a strong character, and telekinesis at three spots to get pieces that must be assembled into mechanical spiders.
7		Freeplay	Freeze some water with a cold beam, then melt the ice with a heat beam.
8		Freeplay	Destroy a golden container with a heat beam.
9		Freeplay	Open a container using magnetic power, then activate a claw switch.
10		Freeplay	Assemble some cosmic bricks in order to open a door with a minikit inside.
11	Stan Lee	Freeplay	Open a container using magnetic power, then activate a claw switch.

Oscorp Offices

Minikit 1

There are four signs with golden frames in the office area. Destroy them using a heat beam and you will get a minikit.

Minikit 2

Select a character with magnetic power to lift and move two batteries into their sockets. This opens a locked door to the left.

Switch to a smart character and walk into the next room and use the control pad. Move the cursor over the sections of the DNA model and press the button that appears on the screen to rotate sections so it matches the picture on the right. A minikit will then appear in the room.

Minikit 3

Switch to a strong character and pull on the green handles in the wall to reveal a shield switch.

As Captain America, throw a shield at the switch to get a minikit.

Minikit 4

Take control of a worker on the right side of the hallway using mind control. Make the worker pull on a lever to open a grate.

Switch to Mister Fantastic and move through the grate to get to the lab on the left side.

Activate a claw switch with a character who has claws to make a couple transformers appear. Then power up the transformers with a character that can transfer power to get a minikit.

Oscorp Basement

Minikit 5

There is a dig spot on a small platform on the far-right side of the area. Dig it up with a character that has this ability to get a minikit.

Minikit 6

Get up to the second-floor walkway in the basement. Switch to Venom and move through some slurp to get into a closed room. Break some objects and assemble the parts into a mechanical spider.

Move to the far-right side of the second-floor walkway. Use telekinesis to break up some pieces. Then drop down to the lower level and assemble the pieces into another spider.

Break open a cracked wall with a super-strong character, then switch to a smaller character so you can assemble pieces into a third spider and get a minikit.

Oscorp Labs

Minikit 7

Freeze some water on the floor in one of the cells into ice with a character with a cold beam.

Then switch to a character with a heat beam and melt the ice to get a minikit.

Minikit 8

Use a heat beam to destroy the golden container in one of the labs to release a minikit.

Symbiote Lab

Stan Lee in Peril

Open up a blue container using a character with magnetic power. Then activate a claw switch to release Stan Lee.

Minikit 9

When you release Stan Lee, you also open a container with a minikit inside. This is a two-for-one special.

Minikit 10

You need a character with cosmic power such as Silver Surfer to get this minikit. Get up onto the upper walkway at the back of the Symbiote lab. Then assemble some cosmic bricks to open a door. Enter a small room to get the minikit.

Free Play

Level 4: Rock Up at the Lock Up

Level Collectibles

No.	Icon(s)	Mode	Notes
1	–	Story	Destroy 5 life preservers scattered about the area.
2		Story	Blow up a silver object on a small boat out in the water.
3		Freeplay	Use magnetic power to open a sewer grate.
4		Freeplay	Pull on a grapple handle to release some water, then freeze the water with a cold beam to make an ice fishing pole.
5		Freeplay	Use magnetic power to open a blue cell door. Break objects and assemble them into a grate. Go through grate to adjacent cell.
6		Freeplay	Open a series of containers with magnetic power.
7		Freeplay	Pull on a couple grapple handles to get the minikit
8		Freeplay	Use super senses to detect a transformer. Charge it up. Then use the control pad to get the minikit.
9		Freeplay	Get into the elevator and fly up past the second floor.
10		Freeplay	Break some silver objects and assemble the pieces, destroy a gold crate with a heat beam, then use the sandbox, and finally, pull a lever by the last spotlight.
11	Stan Lee	Freeplay	Move a character through a grate. Then use super senses to detect the grapple handles you must pull.

Raft Exterior

Minikit 1

There are five life preservers scattered throughout this area. Destroy all of them to get a minikit.

Minikit 2

As Iron Man, fly out over the water to the right side of the area. Target a silver object on a small boat and fire rockets at it to destroy it. This earns you a minikit.

Minikit 3

Along the walkway near the start, use magnetic power to remove a grate from a sewer pipe to find a minikit. Then switch to a flying character to get it.

Minikit 4

Pull on a grapple handle with a web or a stretchy arm to open a hatch.

As water pours out of the hatch, use a character with a cold beam to freeze the water into an ice pole that then fishes a minikit out of the water for you.

Stan Lee in Peril

Mister Fantastic can slip through the grate to get into a room where Stan Lee is being held prisoner.

Use super senses to locate a couple grapple handles in the room, then shoot webs at them and pull on the webs to free Stan Lee.

Raft Interior

Minikit 5

Open a blue prison door with magnetic power. Break up the cot inside and assemble the pieces into a grate.

Switch to Mister Fantastic and move though the grate to get into an adjacent cell where a minikit is located.

Minikit 6

There is a blue chest on the far-right side of the area. Open it with magnetic powers. Then open a series of increasingly smaller objects using the power of magnetism until you find the minikit.

Minikit 7

Pull on some grapple handles up high above the cells. A minikit will fall out when you are done.

Minikit 8

After using the control pad to open the small door in the control room, use super senses to locate a power transformer. Use Thor or Storm to power up the transformer.

Now use the control pad a second time and move the cursor to the minikit to get it.

Raft Rooftop

Minikit 9

Once the elevator opens, select a flying character and climb into the elevator. When it reaches the second floor, fly higher in the elevator shaft to get the minikit.

Minikit 10

You must do three things to get this minikit. First, destroy a gold crate on the right side of the area to reveal a sandpit. Select a sand character and then use the sand pit to change into a sand cannon.

Destroy some silver objects on the left side of the area and then dig up a dig spot to find some pieces. Assemble the pieces into a blue container and then pull on a lever to pen the container for the second requirement.

Finally, when you get up near the third spotlight, move into a small alcove and pull a lever in order to receive the minikit.

Free Play

Level 5: Rebooted, Resuited

Level Collectibles

No.	Icon(s)	Mode	Notes
1		Freeplay	Break up cabinets using telekinesis and web slinging. Assemble the pieces and charge up a transformer.
2		Freeplay	Use mind control to make a worker pull a lever. Put parts on a car using telekinesis and magnetic power. Drive the car to the left side of the garage.
3	–	Freeplay	Destroy five golden hologram projectors with a heat beam.
4		Freeplay	Fly up in the air above the outside walkway.
5		Freeplay	Break cabinets with telekinesis and by pulling on grapple handles with webs. Then assemble the pieces into a radio.
6		Freeplay	Pull on green handles with a super-strong character to get into a small room.
7		Freeplay	Freeze water into an ice chest by using a cold beam.
8		Freeplay	Ring a bell using telekinesis and then enter a small room.
9		Story	Fly off the left side of the tower to pick up a minikit sitting on a pedestal.
10	–	Freeplay	Fly up to the upper platforms. Destroy 3 searchlights using magnetic power.
11	Stan Lee	Freeplay	Use a sand character to rescue Stan Lee.

Stark Tower Garage

Minikit 1

Move to the far-right side of the area and use webs to pull on grapple handles to break up some cabinets.

Select a character with telekinetic power and use it to destroy two more cabinets. Then assemble the pieces into a power transformer.

Switch to a character that can harness power and charge up. Then transfer the power to the transformer. A couple robotic arms will then assemble a minikit for you.

Minikit 2

Take control of a worker behind a glass wall using mind control. Make him pull a lever to open a garage bay door.

Use telekinesis to put wheels on a car, then switch to a character with magnetic power so you can add an engine to the car.

Finally, hop in the car and drive it out of the bay and to the left side of the garage to get a minikit.

Stark Tower Labs

Stan Lee in Peril

Stan Lee is stuck hanging onto a bar along a wall. Select a sand character and use the sandpit to turn into a trampoline to catch Stan Lee so he drops down to safety.

Minikit 3

There are five golden hologram projectors scattered about the area. Use a heat beam to destroy them all to get the minikit.

Minikit 4

After breaking through the door to the outside, select a flying character and fly up in the air above the exterior walkway to get a floating minikit.

Minikit 5

After climbing up the acrobat wall on the far-right side of the area, move into a room on the right at the top. Use webs to pull on some grapple handles to break a cabinet.

Then switch to a character with telekinetic power and use it to break up other cabinets before assembling all the pieces into a radio. After a disco ball drops down from the ceiling of this dance room, collect the minikit that appears.

Minikit 6

Select a super-strong character to grab onto some green handles and rip a door out from a wall so you can enter a small room containing a minikit.

Stark Tower Roof

Minikit 7

Select a charter with a cold beam and freeze a puddle of water at the end of a walkway into an ice chest, which opens to reveal a minikit.

Minikit 8

Near a door with a bell over it, use telekinesis to move a chain and ring the bell. This causes the door to open so you can enter and get the minikit.

Minikit 9

Fly off the left side of the tower along the walkway. Collect a minikit that is sitting on a pedestal.

Minikit 10

Toward the end of the battle, fly up to the upper platforms of Stark Tower. Switch to a character with magnetic power and destroy the three blue spotlights to earn another minikit.

Free Play

Level 6: Red Head Detention

Level Collectibles

No.	Icon(s)	Mode	Notes
1	–	Story	Destroy 3 spiders that drop down from the ceiling on thin webs.
2		Freeplay	Use magnetic power to destroy a ventilation unit above a control panel.
3		Freeplay	Freeze some water into a block of ice using a cold beam. Then use a heat beam to melt the ice to get the minikit.
4	–	Story	Destroy five golden Hydra statues with a heat beam.
5		Freeplay	Charge up a power transformer to start a large gear rotating that brings up a minikit to you.
6		Freeplay	Put out some flames in a small alcove under a gear so you can get the minikit.
7		Freeplay	Use webs to pull on grapple handles to open a hatch where a minikit is located.
8		Freeplay	Get up onto the ledge above the exit door and use a claw switch.
9	–	Story	Destroy the four flags in the four corners of the final area.
10		Freeplay	Use Mister Fantastic to go through a grate to get to the control room.
11	Stan Lee	Story	Use a flying character to destroy the large round wheels on both sides of Stan Lee to free him.

Hydra Base Entrance

Minikit 1

There are three spiders in the first area that drop down from the ceiling. They are black and difficult to see, so be on the lookout for them. Destroy all three to get a minikit.

Minikit 2

After destroying the security controls, select a character with magnetic powers. Then use them to destroy a blue ventilation unit to get the minikit.

Minikit 3

Near the exit to the area, use a cold beam to freeze a puddle of water into a large ice block.

Switch to a character with a heat beam and then melt the block of ice to reveal a minikit.

Hydra Foundry

Minikit 4

Hydra has five golden statues scattered about this area. You need someone that can fly and has a heat beam, such as the Human Torch, so go around and destroy all of them in order to get the minikit.

Stan Lee in Peril

Stan Lee is located up in the top-left corner of the area. You need to have a flying character get up to him and then destroy the circular wheels on either side of him to set him free.

Minikit 5

Locate a power transformer near a large gear. Select a character with electric power, charge up, and then transfer the power to the transformer. This starts the gear rotating. Wait for it to bring up a minikit for you.

Minikit 6

This minikit is located in a small alcove under one of the horizontal gears. It is hidden behind some flames. Fly down to this spot and select Iceman and freeze the flames or get Captain America and use his shield to block the flames so you can get the minikit.

Missile Room

Minikit 7

Select Spider-Man or another web-slinging character and shoot webs at a couple of grapple handles on the far-right side of the room. Pull on the handles to open a hatch so you can get the minikit.

Minikit 8

After clearing out the enemies in this area, fly up onto the ledge above the exit door. Switch to a character with claws and then use the claw switch on the right side of this ledge to get the minikit.

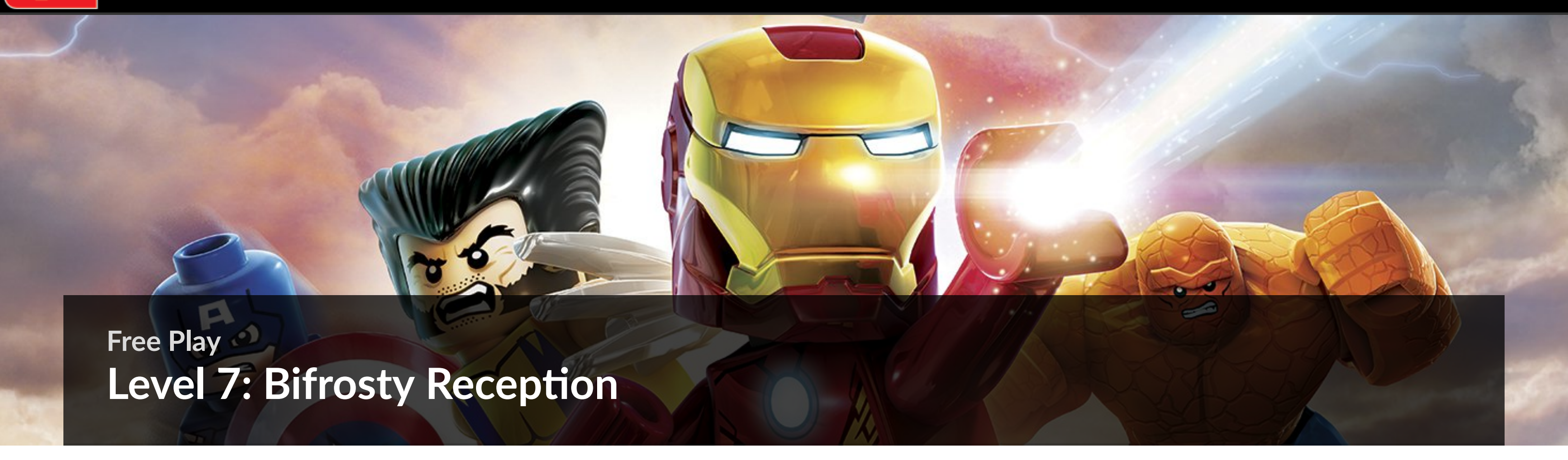
Portal Room

Minikit 9

Destroy the four flags which are located in the four corners of the portal room. The minikit appears when the last flag is in pieces.

Minikit 10

Select Mister Fantastic and go through a grate on the right side of the portal room. This takes you into the control room at the back of the area where you can grab the minikit.



Free Play

Level 7: Bifrosty Reception

Level Collectibles

No.	Icon(s)	Mode	Notes
1		Story	As you are traveling through the portal to Asgard, collect a minikit that is floating in space.
2		Story	Melt the ice around the statue and then look behind the statue to get the minikit.
3		Freeplay	Use a web-slinger to pull on a grapple handle to open a crate, then destroy the Warlock's Eye with a heat beam.
4		Freeplay	Attack a silver statue, then pull on a grapple handle to knock it over.
5		Freeplay	Destroy a statue using magnetic powers.
6	–	Story	Melt 3 mounds of ice so that flowers hidden inside can bloom.
7		Freeplay	Destroy a silver object, power up a transformer, move an ice block using telekinesis, then melt the block of ice with a heat beam.
8		Story	Destroy some plants and then dig in a dig spot under them.
9	–	Freeplay	Destroy a silver container and a brown container; assemble the pieces to move and create two statues. Assemble more pieces and use a super-strong character to pull on green handles. Assemble more pieces into the Infinity Gauntlet, then use telekinesis on it.
10	–	Story	Destroy 3 golden statues in the throne room.
11	Stan Lee	Freeplay	Destroy a silver wheel-like object in the back of the Observatory to free him.

Observatory and Bridge

Minikit 1

The first minikit is easy to miss if you are not paying attention. It is located in the portal that you skydive through to get to Asgard. Watch for it and maneuver to collect it.

Minikit 2

Once you get to the Observatory, melt the ice around the statue in the middle of the room. Then move around behind the statue to find a minikit that was hidden in the ice.

Minikit 3

Select a web-slinger such as Spider-Man and use his web to pull on a grapple handle to open a chest and reveal the Warlock's Eye.

Switch to a character with a heat beam and then destroy the several pieces of the Warlock's Eye to finally get the minikit.

Stan Lee in Peril

Destroy a silver wheel-like object in the back part of the Observatory to free Stan Lee, who is trapped underneath it.

Minikit 4

When you get to the end of the bridge by the giant gate, shoot rockets at the silver statue on the left to blow away its armor.

Switch to a character that can pull on grapple handles and pull the statue over to break it and get the minikit.

Minikit 5

The statue on the right side of the gate can only be destroyed by a character with magnetic powers. Knock it over to get the minikit.

Asgard City

Minikit 6

There are three flowers hidden in ice scattered around the city. Melt the ice away so these flowers can bloom. When the third flower blooms, you get a minikit.

Minikit 7

Locate a platform to the left of the destroyed doorway into the city. Destroy the silver lid with rockets to reveal a power transformer.

Switch to a character with electricity ability. After charging up, transfer the power to the transformer to open the doors of a lower level.

Use telekinesis to move the block of ice with a minikit inside out and away from the place where you find it.

Finally, select a character with a heat beam to melt the block of ice and get the minikit.

Minikit 8

Near the third flower, which was in ice, break apart some plants in a small circle of grass that is surrounded by ice. Then dig at the dig spot with a character that has the dig ability to find some pieces that you can assemble into another minikit.

Minikit 9

This minikit takes a lot of effort to get. Fly around a large mound of ice blocking a walkway. Then destroy a silver container.

Assemble some pieces into a large lever, and push the green side of the lever around to rotate a statue.

Do something similar on the other side by destroying a brown container and then assembling the pieces into a second statue.

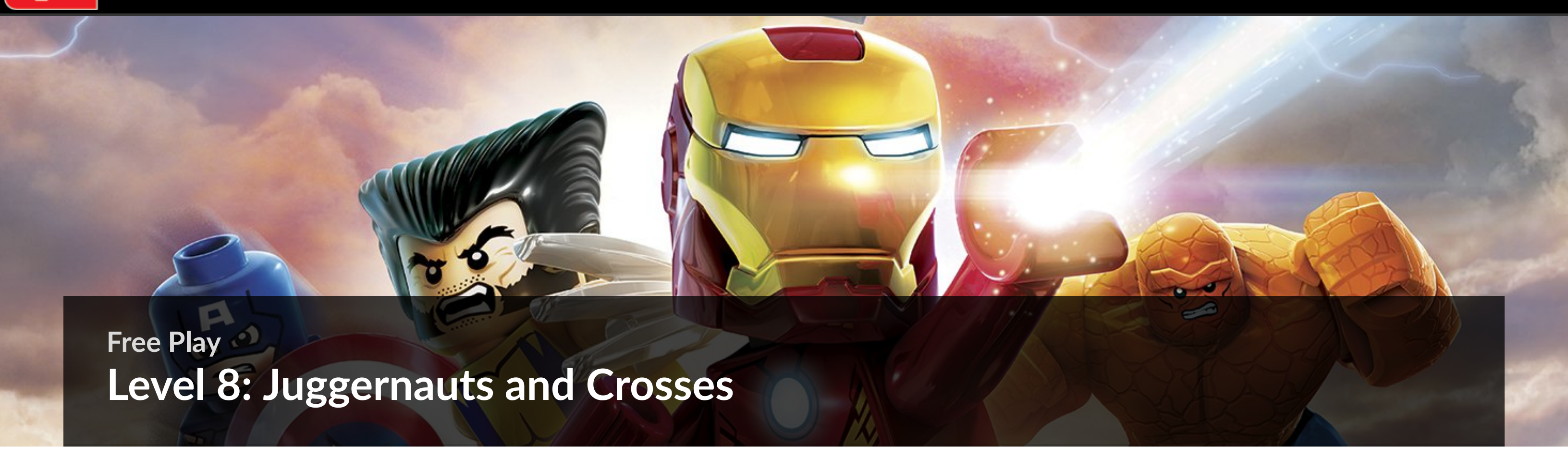
Assemble some pieces that appear in the middle into green handles. Then switch to a super-strong character and pull on the handles to open a gate and release some more pieces. Assemble them into the Infinity Gauntlet.

Select a character with telekinetic powers, then use those powers to manipulate the Infinity Gauntlet around until it gives you a minikit.

Throne Room

Minikit 10

During the final battle, there are three golden statues in the throne room. The first two are easy to get to. Destroy them with a heat beam. The last statue is tougher to get. You have to defeat the Destroyer first in order to get to it. The minikit appears when the last statue is destroyed.



Free Play

Level 8: Juggernauts and Crosses

Level Collectibles

No.	Icon(s)	Mode	Notes
1		Story	Melt the gold lock on the right side of the foyer with a heat beam, then assemble the pieces.
2		Freeplay	Use magnetic power on the gramophone on the left side of the foyer.
3		Freeplay	Pull on a grapple handle, then go into a small room and break a crate.
4		Freeplay	Destroy the silver cabinet inside the back room.
5		Freeplay	Manipulate a blue statue in the dining room using magnetic power.
6	—	Story	Destroy five gargoyles scattered about the mansion yard.
7		Freeplay	Destroy a silver object, use a dig spot, and then use a sand character in a sandbox.
8		Freeplay	Dig up some pieces from a dig spot, assemble the pieces, and use the object with telekinesis.
9		Freeplay	Break a vending machine with magnetic power, use a shield switch, then move through a grate.
10	—	Story	Destroy the four computer terminals in the hangar.
11	Stan Lee	Freeplay	Put out the fire on the burning shack with a cold beam, assemble pieces and pull on green handles with a strong character, then assemble pieces into a trampoline.

Foyer

Minikit 1

Get past the flames to the right side of the foyer. Use a heat beam to destroy the golden lock on the bookcase to get a minikit.

Minikit 2

Fly up onto the balcony on the left side of the foyer. Use a character with magnetic power on the blue gramophone to get a minikit. You can get this at the start of the level or when you come back to the foyer later.

Hallway and Dining Room

Minikit 3

Select a character who can pull on grapple handles and then pull on the handle on the first door in the hallway to open the door. Then move inside and break a crate to get the minikit.

Minikit 4

There is a silver cabinet in the back room through which you must move to get around the burning barrier. Blast it open with rockets and then get the minikit inside.

Minikit 5

Use a character with magnetic power to move a blue statue in the back of the dining room. As it rises up, it reveals a secret compartment with a minikit inside. Use magnetic power again to open the compartment so you can get the minikit.

Mansion Yard

Minikit 6

There are five gargoyle statues scattered about the yard. Destroy them all to get a minikit.

Minikit 7

Locate a silver object on the right side of the grassy areas. Blow it up to reveal a dig spot.

Switch to a character who can dig and dig up the spot to find some pieces. Assemble them into a sandbox.

Select a sand character and use the sandbox to change to a sand radar. This calls in a sand helicopter that drops off a minikit for you.

Stan Lee in Peril

Stan Lee is caught on a ledge over a burning shack. Use a character with a cold beam to put out the fire. Then assemble some pieces into green handles.

Switch to a super-strong character and pull on the green handles to break up the shack into pieces.

Finally, assemble the pieces into a trampoline so Stan Lee can jump down to safety.

Minikit 8

Dig up a spot to find some pieces and assemble them into a hedge trimmer.

Switch to a character with telekinesis and use this power to trim a bush into an "X" shape to get the minikit.

Mansion Interior

Minikit 9

After saving the students in this room, use magnetic power to break the vending machine into pieces.

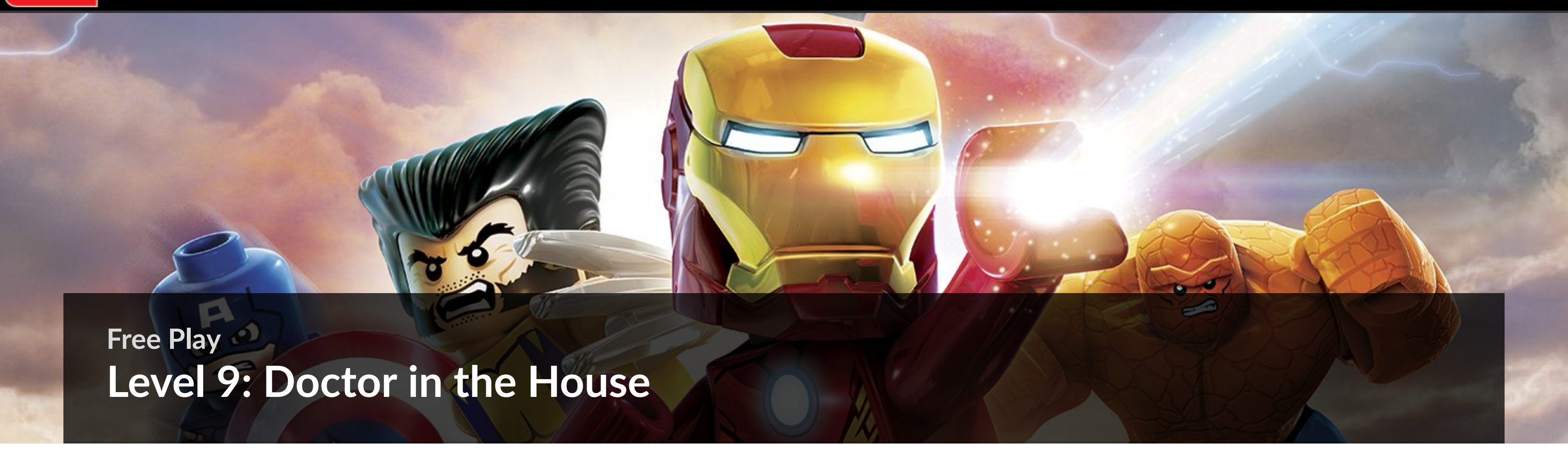
Assemble the pieces into a shield switch. Select Captain America and throw a shield at the switch to open the glass wall of the small room on the left side of the room.

Switch to Mister Fantastic and go through a grate in the small room to collect the minikit.

Hangar

Minikit 10

During the final battle in the hangar, destroy the four computer terminals located in the four corners of the room to get the last minikit for this level.



Free Play

Level 9: Doctor in the House

Level Collectibles

No.	Icon(s)	Mode	Notes
1		Story	Collect a minikit as you are skydiving down to the castle.
2	–	Freeplay	Destroy 5 golden statues around the castle.
3		Freeplay	Use magnetic power to move some metal on top of the comm tower.
4		Freeplay	Melt some ice with a heat beam, then use mind control on a Doombot to get a minikit.
5	–	Story	Melt 5 piles of ice and then assemble pieces into masks on the wall.
6		Story	Melt a gold statue with a heat beam.
7		Freeplay	Destroy a silver door and power up a transformer with electricity.
8		Freeplay	Dig up a dig spot, assemble some pieces, then jump up to get the minikit.
9		Freeplay	Use super senses, pull on grapple handles, blow up a silver wall, then destroy a golden wall with a heat beam.
10	–	Freeplay	Shoot 3 silver objects with rockets along the top of the castle to unfurl Doom banners.
11	Stan Lee	Freeplay	Use super senses, pull on grapple handles, and shoot a gold object with a heat beam to free Stan Lee.

Castle von Doom—Part 1

Minikit 1

As you are skydiving down to Castle von Doom, watch carefully for a minikit floating in the air. Maneuver your character to collect it before it passes you by.

Minikit 2

There are five golden statues scattered about the castle. Destroy all five of them using a character with a heat beam in order to get this minikit.

Minikit 3

After shutting down the comm tower, fly up onto the comm tower and select a character with magnetic power. Use this power to open up a metal tank to get the minikit inside.

Minikit 4

Use a heat beam or character with a lot of heat to melt the ice from a glass wall in the second-floor room of the tower.

Switch to a character with mind control and use it to take control of a Doombot on the other side of the wall. Move him around to get the minikit as well as a purple stud.

Castle von Doom—Part 2

Minikit 5

There are five piles of ice scattered about this part of the castle. Melt the ice with a heat beam. Then assemble the pieces into masks that hang on the castle walls.

Stan Lee in Peril

Stan Lee is stuck in a cannon. Use super senses to locate a grapple handle. Then pull on the grapple handle to reveal a gold object.

Select a character with a heat beam and fire up the gold object to ignite the cannon and shoot Stan Lee to safety.

Minikit 6

There is a single gold statue in this area. Destroy it with a heat beam to get the minikit.

Minikit 7

On the upper wall on the right side, locate a small bunker. Blast open the silver door with rockets.

Next, select a character with electric power. Charge him or her up and then transfer power to the transformer that was behind the silver door to get the minikit.

Minikit 8

Switch to a character that can dig and use him at a dig spot. Assemble the pieces that are dug up into a jump pad. Then jump on the pad to reach the minikit suspended in the air.

Minikit 9

Locate a couple grapple handles with super senses. Then pull on those handles to break open a wall so you can enter a secret room at the back of the castle.

Switch to a character with rockets and blow up a silver wall.

Finally, select a character with a heat beam and burn though a golden container to get to the minikit.

Minikit 10

There are three silver objects hanging from the top parts of the castle. One is at the entrance to this area and two are along the back part of the castle. Destroy them using rockets to unfurl Doom banners and get the last minikit.

Free Play

Level 10: That Sinking Feeling

Level Collectibles

No.	Icon(s)	Mode	Notes
1		Freeplay	Use the control panel for a second time and put out a fire with it.
2		Freeplay	Activate a claw switch.
3	–	Story	Destroy three small Doctor Doom holograms.
4		Freeplay	As Captain America, throw a shield at a shield switch.
5		Story	Use the remote control mini-sub to get the minikit down in the water.
6		Story	Power up the transformer on the small boat a second time. Then use a heat beam to melt the gold container.
7	–	Freeplay	Dig up 3 different dig spots.
8		Freeplay	Use a sand character at a sand sculpture.
9		Freeplay	Use telekinesis on an object sticking out of some wreckage.
10		Story	Collect a minikit hidden in a corner.
11	Stan Lee	Freeplay	Use magnetic power to free Stan Lee

Doctor Doom's Tanker

Minikit 1

After using the control pad at the start of the area to put out a fire, use it again. This time, move the cursor over the arrow on the left and press the button to move a large sprinkler all the way to the left. Then move the cursor over the button in the middle and press the button to release water onto the flames along the left wall. You can now recover a minikit from where the flames were.

Stan Lee in Peril

In the same upper area where you divert a water pipe, switch to a character with magnetic power and use it to lift a piece of metal that has Stan Lee pinned to the ground.

Minikit 2

Select a character with claws and then use them to activate a claw switch to reveal a message from M.O.D.O.K. and get a minikit.

Minikit 3

There are three Doctor Doom holograms scattered about the tanker. Destroy them all to get a minikit.

Minikit 4

After clearing out a passageway filled with enemies, switch to Captain America and activate a shield switch by throwing his shield at it. A minikit will then appear.

Minikit 5

Once you take control of the minisub, make it sink down into the water and then drive it over to a minikit, which is located between the two underwater switches.

Minikit 6

Charge up an electric character and then power up the transformer a second time to cause the crane to lift up another container.

Destroy the golden hatch on the container using a heat beam to get the minikit inside.

Under the Sea

Minikit 7

There are three dig spots scattered about the sea floor. Select a character that can dig and then dig up all of these spots to get the minikit.

Minikit 8

After destroying the large ancient ruins, locate a small sand sculpture. Switch to a sand character and move through the sand to a chamber above where you can get a minikit. Then move back through the sculpture to get back to the sea floor.

Minikit 9

Use a character with telekinetic powers to pull a giant glowing worm out of a hold in the shipwreck. A large fish swims up and eats the worm, causing a minikit to drop down from the shipwreck to the sea floor where you can pick it up.

Minikit 10

This minikit is located along the far-right side of the path leading to the sunken research sub. Be on the lookout for it and just walk over and pick it up.

Free Play

Level 11: Taking Liberties

Level Collectibles

No.	Icon(s)	Mode	Notes
1		Freeplay	Fly to the left from the start and destroy a silver object.
2		Freeplay	Move through a grate into a shaft, then fly up to get the minikit.
3	–	Freeplay	Use telekinesis to open 3 pots with purple lids around the area.
4		Story	Break open a wall with a green crack in it. Then move inside to get the minikit.
5		Freeplay	Fly up to a platform on the far left to find this minikit.
6		Freeplay	Pull on a grapple handle and then assemble cosmic brick pieces with a character with power cosmic.
7		Freeplay	Pull on some green handles with a super-strong character and then move into a room to get a minikit.
8	–	Story	Destroy five little blue signs inside the Statue of Liberty.
9		Freeplay	Open a blue container using magnetic power.
10		Freeplay	Freeze a puddle with a cold beam, then melt it with a heat beam to get the minikit.
11	Stan Lee	Story	Climb across a tightrope to a platform and break the brick holding down Stan Lee.

Power Plant—Part 1

Minikit 1

There are some minikits to the left of the start area. The only way to get to this location is by flying. Land on the lower walkway and destroy the silver object with rockets to reveal the first minikit.

Minikit 2

Switch to Mister Fantastic and go through a grate on the lower level to get into a shaft.

Then switch to a character that can fly and fly up to the top of the shaft to get the minikit and a purple stud.

Minikit 3

There are three pots with purple lids scattered about the area. The first is on the far left, another in the middle, and the last on the far right. Select a character with telekinetic powers and use them to open the pots. Once the third pot is opened, you get the minikit.

Minikit 4

As the Hulk, walk out into the hazardous waste. Break open the wall with the green crack on it, then move inside to find the minikit.

Power Plant—Part 2

Minikit 5

When you first arrive at this area, fly up into the air and land on a platform on the far-left side to find a minikit just sitting there.

Stan Lee in Peril

After getting past the first electrical device, jump up onto a tightrope and climb across to another platform where Stan Lee is trapped underneath a brick. Break the brick to free him.

Minikit 6

On the same platform as Stan Lee, pull on a grapple handle to open a compartment and several pieces spill out.

Select a character with power cosmic, such as the Silver Surfer, and assemble the cosmic bricks into a small Statue of Liberty.

Minikit 7

Use a super-strong character to open a door with some green handles on it. Then move into the room to retrieve the minikit.

Inside the Statue of Liberty

Minikit 8

There are five small blues signs scattered about the interior of the Statue of Liberty. Destroy all of them to get a minikit.

Minikit 9

On the lower level and on the far-right side, look for a blue container. Select a character with magnetic powers and then use those powers to open the container to get the minikit.

Minikit 10

Near the top of the Statue of Liberty, freeze a puddle of water into a block of ice using a character with an ice beam.

Now switch to a character with a heat beam and melt the ice block to get the last minikit.

Free Play

Level 12: Rapturous Rise

Level Collectibles

No.	Icon(s)	Mode	Notes
1	–	Freeplay	Dig up 3 dig spots and assemble the pieces you recover.
2		Freeplay	Destroy a gold statue with a heat beam, break open a cracked wall, then use a sand character in a sandbox.
3		Freeplay	Use super senses and pull on a grapple handle to get a vehicle out of a tree.
4		Freeplay	Cut through a gold door with a heat beam.
5	–	Freeplay	Destroy 5 golden eggs scattered about the jungle with a heat beam.
6	–	Story	Destroy three red luggage carriers that can be found throughout the jungle.
7		Freeplay	Blast away a silver wall in some airplane wreckage.
8		Freeplay	Use telekinesis to move away some plants, assemble pieces into a grate, and use Mister Fantastic to go through the grate.
9		Freeplay	Dig up 5 different dig spots and destroy the pumpkins you find in them.
10		Freeplay	Use magnetic power on a blue object on top of a tower.
11	Stan Lee	Freeplay	Put out the flames trapping Stan Lee by using a cold beam.

Beach

Minikit 1

There are three dig spots on the beach where you begin the level. Use a character who can dig to dig up all of the spots.

Once the three spots have been dug up, assemble the pieces into a crab. Follow the trail of studs left by the crab as it crawls to the sea to find the minikit.

Minikit 2

Select a character with a heat beam and blast away at the gold statue to destroy it and reveal a cracked wall.

Switch to a character that can break cracked objects and then press the attack button to break the wall into pieces. Assemble the pieces into a sandbox.

Now select a sand character and use the sandbox to turn into a palm tree, which drops a coconut with a minikit inside.

Minikit 3

After you have made your way into the secure area by shutting down the electric fences and have destroyed the turrets, look for a vehicle stuck up in a tree. Use super senses to locate a grapple handle on the vehicle. Then pull on the handle to get the vehicle out of the tree. As a reward, you receive a minikit.

Minikit 4

Look for a golden door when you get to the shipwreck at the end of the beach. Cut open the door with a heat beam–equipped character to get the minikit.

Jungle

Minikit 5

There are five giant golden eggs scattered around the jungle area. Destroy them using a heat beam. Once all five are fried, you get the minikit.

Minikit 6

There are four red luggage carriers lying around the jungle. A couple can be tough to spot and require you to clear out some other objects to get to them. They are easily destroyed and do not require any special abilities, so get all four so you can add another minikit to your collection.

Stan Lee in Peril

Stan Lee is trapped by some flames. To save him, you need to put it out. Switch to Iceman or some other character with a cold beam and put out the flames to complete this task.

Minikit 7

Look for the tail section of the airplane wreckage. It contains a silver wall. Fire rockets at the silver wall to open up the tail section so you can get the minikit inside. You may want to use Captain America to get past the flames or put them out with a cold beam so you don't take damage.

Minikit 8

When you get to the last part of the jungle, select a character with telekinetic powers and use this ability to move away some plants. Assemble the pieces on the ground into a grate.

Switch to Mister Fantastic and go through the grate on the left side of this location. This takes you inside a bunker where a minikit is waiting for you to collect it.

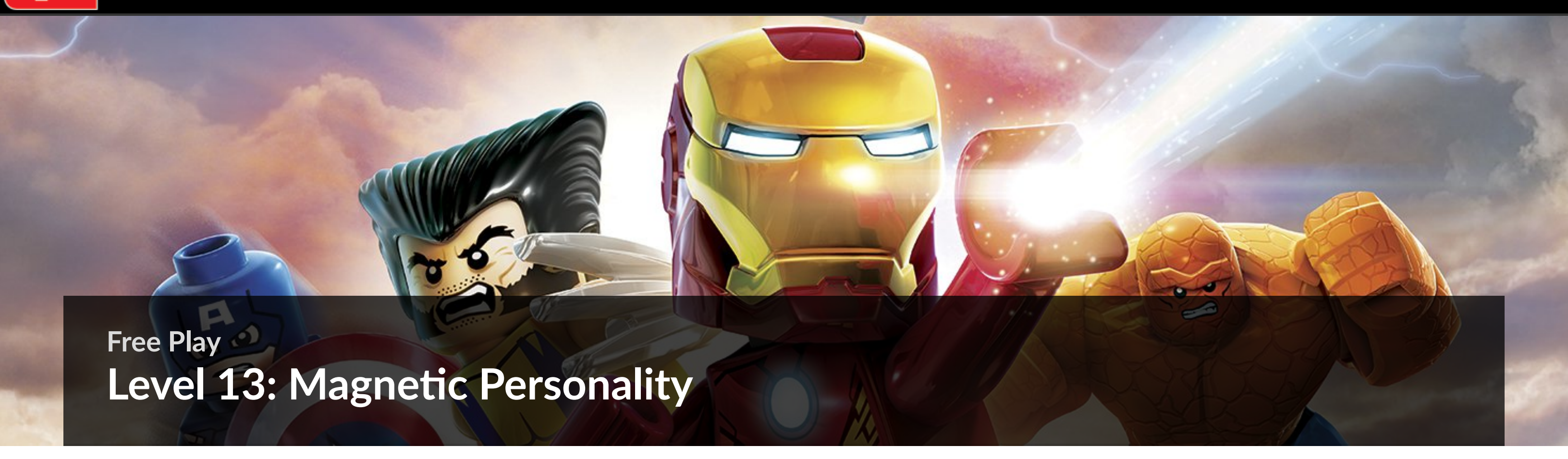
Central Core

Minikit 9

There are five dig spots scattered around this last area. Select a character with the dig ability and dig up these spots. Destroy the pumpkins you find at each spot to finally get a minikit.

Minikit 10

Before you go through the gate in the first part of this area, use a character with magnetic power to break up a blue object on top of a tower to get a minikit.



Free Play

Level 13: Magnetic Personality

Level Collectibles

No.	Icon(s)	Mode	Notes
1	–	Story	Destroy 3 stacks of tanks located in the landing bay.
2		Freeplay	Open a metal crate using magnetic power, then use power cosmic to assemble cosmic bricks. Climb onto a kiddie ride.
3		Freeplay	Pull on green handles with super strength, put out flames with a cold beam, and fly up into a shaft to get the minikit.
4		Freeplay	Break a green container, then use telekinesis to move panels onto the wall to solve a puzzle. Fly up to get the minikit.
5		Freeplay	Activate a claw switch and then dig up a dig spot.
6		Freeplay	Use magnetic power to open a wall, then transfer power to a transformer, locate a climbing wall using super senses, then climb the wall to get the minikit.
7		Freeplay	Use a cold beam to freeze a puddle of water inside a hatch you previously opened.
8		Freeplay	Go through a grate to get to an enclosed area with a minikit.
9		Freeplay	Use mind control on a goon to get a minikit for you.
10	–	Freeplay	Open three metallic blue containers using magnetic power.
11	Stan Lee	Story	Shoot rockets at the silver panel on the ceiling of the control room.

Landing Bay

Minikit 1

There are three stacks of tanks in the landing bay. Hit each of these stacks to knock them over and collect a minikit.

Minikit 2

Select a character with magnetic power and use it to open a metallic crate on the left side of the landing bay.

Switch to a character with power cosmic, such as Silver Surfer, and assemble the cosmic bricks into a kiddie ride. Hop onto the ride to get the minikit.

Minikit 3

Locate a pair of green handles near the large door at the back of the landing bay. Select a super-strong character to pull on the handles and open a hatch.

Flames block your way, so switch to a character with a cold beam and put out the flames.

Finally, use a flying character to fly up the shaft to get a minikit floating at the top.

Minikit 4

Break a green container on the right side of the landing bay. Then use a character with telekinetic power to move three panels into position on the wall to connect the power. A hatch opens at the top, so use a flying character to get it.

Space Station

Minikit 5

Get up onto the platform at the back of the area where you begin. Switch to a character with claws and activate the claw switch. Then drop down and dig up a spot to recover the minikit.

Minikit 6

Select a character with magnetic power and use it to open up a metallic blue wall.

Charge up a character with the electric ability and then transfer the power to a transformer. This opens a hatch to the left.

Now use super senses to detect a climbing wall inside the hatch. Climb up the wall to get the minikit.

Minikit 7

There is a puddle of water inside the hatch you previously opened. Select a character with a cold beam and freeze the water into ice to get a minikit.

Minikit 8

When you get to the far-right side of this area, look for a grate. Switch to a character such as Mister Fantastic and squeeze through the grate to get to an upper enclosed area where you can find another minikit.

Minikit 9

This minikit is in a tube with several Brotherhood goons. Select a character with mind control and use it on one of the goons. Move the goon to get the minikit for you.

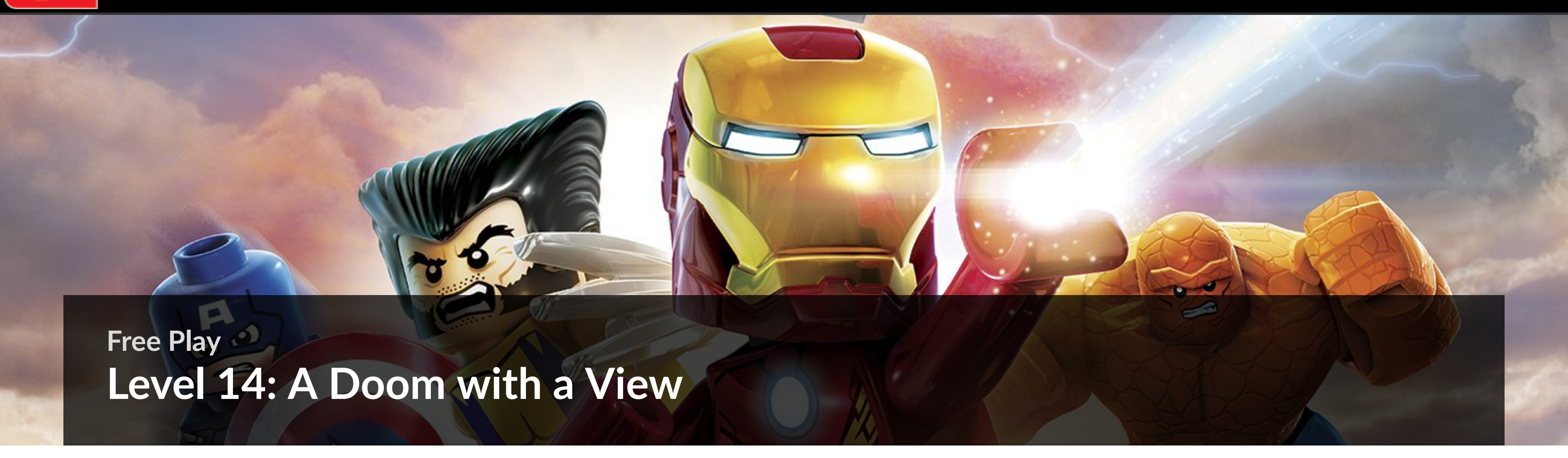
Stan Lee in Peril

As you enter the control room where Magneto flees, fire rockets at the silver panel on the ceiling to free Stan Lee.

Magneto's Lair

Minikit 10

There are three metallic blue containers inside the room where you have to fight against Magneto. Select a character with magnetic power to open them. Two of the containers are on elevated ledges, so you will need to use a flying character to get up to them, then switch to the magnetic character to open the containers. Once all three are open, you get the minikit.



Free Play

Level 14: A Doom with a View

Level Collectibles

No.	Icon(s)	Mode	Notes
1		Freeplay	Destroy a gold object with a heat beam, then use a control pad.
2		Story	Destroy 5 holographic displays of Magneto on the walls of the control room.
3		Story	Put out some flames on top of a large electric device so you can get the minikit.
4		Freeplay	Blast a silver door with rockets, then fly in to get the minikit.
5		Freeplay	Open a metallic blue hatch near the exit using magnetic power.
6		Freeplay	Dig up a dig spot.
7		Story	Use a super-strong character to pull on green handles and rip off a hatch.
8		Freeplay	Destroy a gold wall with a heat beam, assemble some pieces into a golden statue, then use the heat beam on the statue.
9		Story	Locate a climbable wall with super senses, then climb up the wall to get the minikit.
10		Freeplay	Blast a silver panel with rockets, then use a character with power cosmic to assemble some cosmic bricks.
11	Stan Lee	Freeplay	Activate a claw switch, assemble some pieces, and then use a control pad.

Control Room

Minikit 1

The first minikit is floating outside of the space station. Select a character with a heat beam and destroy a gold object next to the large window.

You then need a smart character to use the control pad to make a small flying saucer fly over to the minikit and get it for you.

Minikit 2

There are five holographic displays of Magneto scattered about on the walls of the control room. Destroy all five to get a minikit. Some are up high and can be tough to get in story mode, but it is still possible by using Spider-Man.

Minikit 3

As you advance through this area to the right, there is a large electric device with power arcing around it and flames on top. Climb up a ladder and then put out the flames using Captain America's shield or a cold beam. Once the flames are out, you can get the minikit.

Minikit 4

After some Brotherhood goons come out of a hatch and a silver door closes behind them, blast open the silver door with rockets. Then fly inside to get the minikit.

Minikit 5

Once you get to the top platform where the exit is located, use a character with magnetic power to open a metallic blue hatch off to the left side of the platform. Then switch to a flying character so you can retrieve the minikit.

Airlock Tubes

Minikit 6

After advancing through the tubes, move to the right side of the area with the large door and dig up a dig spot to get a minikit.

Minikit 7

Move to the left side of the area and use a super-strong character to pull on the green handles to rip off a hatch so you can get to the minikit inside.

Minikit 8

Select a character with a heat beam and use it to cut through a golden wall until pieces fall out.

Assemble the pieces into a golden statue, then destroy the statue with the heat beam to get the minikit.

Minikit 9

Select a character with super senses and use them to detect a climbable wall on the left side of the area. Then climb up that wall into an enclosed area to get a minikit.

Cosmic Weapon Room

Minikit 10

During the final battle with Doctor Doom, destroy the silver panel on the left with some rockets.

Switch to a character with power cosmic, such as Silver Surfer, and assemble some cosmic bricks into a washing machine that agitates and then releases a minikit for you.

Stan Lee in Peril

Select a character with claws and use the character to activate the claw switch on the right side of this area.

Assemble the pieces that drop down onto the ground into a control pad. Then switch to a smart character to use the control pad and free Stan Lee.

Free Play

Level 15: The Good, the Bad, and the Hungry

Level Collectibles

No.	Icon(s)	Mode	Notes
1	–	Freeplay	Use magnetic power to open 3 metallic blue containers near the turbines.
2		Freeplay	Activate a claw switch.
3		Freeplay	Put out flames surrounding a minikit.
4		Freeplay	Move a blue metallic pad with magnetic power.
5		Freeplay	Break a cracked pad with a super-strong character.
6		Freeplay	Dig up some pieces at a dig spot and then assemble them together.
7		Freeplay	Destroy a gold wall with a heat beam.
8		Freeplay	Charge up a power transformer.
9		Freeplay	Use a control pad to activate a robot, then move it around to clear up the oil spills.
10		Freeplay	Freeze a puddle of water into ice with a cold beam.
11	Stan Lee	Freeplay	Use a sand character at the sandbox near Stan Lee to free him.

S.H.I.E.L.D. Helicarrier

Minikit 1

There are three metallic blue containers—one near the port turbine and two more by the starboard turbine. Select a character with magnetic power to open them and get the minikit.

Minikit 2

Switch to a character with claws and activate the claw switch next to the port turbine to get a minikit.

Minikit 3

This minikit is surrounded by flames. Put out the flames with a cold beam or use Captain America and his shield to get through the flames and pick up the minikit.

Minikit 4

Open a metallic blue pad near the starboard turbine with magnetic powers to reveal another minikit.

Minikit 5

There is a cracked pad on the left side of the central deck. Select a character with super strength and break it open to get the minikit underneath.

Minikit 6

Look for a dig spot in the central deck area. Select a character that can dig and then start digging up pieces. Assemble them into a minikit.

Minikit 7

A golden wall is located near the front of the central deck. Destroy it with a heat beam so you can get the minikit behind it.

Minikit 8

Locate the power transformer to the left of the golden wall. Select a character with electric ability, then charge up and transfer power to the transformer. A crate will fall from the sky and break open to reveal a minikit.

Minikit 9

Select a smart character and use the control pad on the bow deck. This activates a small robot. Control the robot and move it around the deck to clean up the oil spills to get the minikit.

Minikit 10

Use Iceman or another character with a cold beam to freeze a puddle of water on the bow deck into an ice hammer, which then smashes a crate containing a minikit.

Stan Lee in Peril

Stan Lee is trapped in a crashed jet at the front of the bow deck. Switch to a sand character and then use the sandbox by the jet. The character turns into a giant sand boot and kicks the jet so Stan Lee can eject to safety.

Checklists

Introduction

With so many hidden goodies scattered about Manhattan, super heroes need a place where they can keep track of everything. These ending checklists are designed to help you easily check off anything and everything you accomplish during your adventures in Manhattan.

Checklists

Characters

Unlocking characters lets you use all sorts of heroes and villains during Free Play. Some characters are unlocked by normal game progression, but most must be sought out and purchased to unlock them. The following table breaks everything down.

Icon	Character	Notes	Cost
	A.I.M. Agent	Complete That Sinking Feeling Story Mission	250000
	Abomination	Complete Rock Up at the Lock Up Story Mission	250000
	Absorbing Man	Character Token 1 (Industrial)	150000
	Agent Coulson	Complete Tabloid Tidy Up (Daily Bugle Hub Mission)	N/A
	Aldrich Killian	Complete Rebooted, Resuited Story Mission	150000
	Ant-Man	Character Token 3 (Industrial)	150000
	Archangel	Character Token 2 (Forest District)	150000
	Arnim Zola	Complete Red Head Detention Story Mission	200000
	Aunt May	Complete Deadpool Mission 3 in Slums	150000
	Beast	Complete Juggernauts and Crosses Story Mission	N/A
	Beetle	Character Token 5 (Residential)	150000
	Black Bolt	Complete Gambit Mission 1 in Central Park	150000
	Black Cat	Character Token 6 (Chinatown)	150000
	Black Panther	Complete Black Panther Mission 3 in Chinatown	150000
	Black Widow	Complete Times Square Off Story Mission	N/A
	Blade	Complete Blade Mission 3 in Slums	150000
	Blob	Complete Put Up Your Dukes (Fogwell's Gym Hub Mission)	250000
	Bruce Banner	Complete Sand Central Station Story Mission	N/A
	Bullseye	Character Token 9 (Slums)	150000
	Captain America	Complete Sand Central Station Story Mission	N/A
	Captain America (Classic)	Complete Bonus Mission	N/A
	Captain Britain	Complete Captain Britain Mission 3 in Chinatown	150000
	Carnage	Character Token 10 (Residential)	150000
	Colossus	Character Token 11 (Forest District)	150000
	Curt Connors	Complete Reptilian Ruckus (Reptopia Hub Mission)	200000
	Cyclops	Complete Bifrosty Reception Story Mission	N/A
	Cyclops (Astonishing)	Complete Taxi Mission 1 (Financial District)	150000
	Damage Control	Character Token 4 on S.H.I.E.L.D. Helicarrier	150000
	Daredevil	Complete Feeling Fisky (Fisk Towers Hub Mission)	N/A
	Deadpool	Collect and buy all 11 Deadpool bricks	N/A
	Destroyer (Minifig)	Complete Bifrosty Reception Story Mission	250000
	Doctor Doom	Complete A Doom with a View Story Mission	N/A
	Doctor Octopus	Complete Times Square Off Story Mission	N/A
	Doctor Octopus (Ultimate)	Character Token in Tabloid Tidy Up (Daily Bugle Hub Mission)	150000
	Doctor Strange	Complete Stranger Danger (Sanctum Sanctorum Hub Mission)	150000
	Doombot	Complete Doctor in the House Story Mission	250000
	Doombot (V-Series)	Complete A Doom with a View Story Mission	175000
	Dormammu	Complete Stranger Danger (Sanctum Sanctorum Hub Mission)	250000
	Drax	Complete Drax Mission 3 (Chinatown)	150000
	Electro	Complete A Shock Withdrawal (Federal Bank Hub Mission)	150000
	Electro (Ultimate)	Complete Taxi Mission 2 (Times Square)	150000
	Elektra	Character Token 13 (Slums)	150000
	Emma Frost	Complete Professor X Mission 2 in Forest	150000
	Frost Giant	Complete Bifrosty Reception Story Mission	250000
	Galactus	Complete The Good, the Bad, and the Hungry Story Mission	N/A
	Gambit	Complete Gambit Mission 3 in Central Park	150000
	Gamora	Complete Drax Mission 1 in Times Square	150000
	Ghost Rider	Complete Stunt Show Surprise (Circus Tent Hub Mission)	150000
	Green Goblin	Complete Doctor in the House Story Mission	N/A
	Green Goblin (Ultimate)	Character Token in The Thrill of the Chess (Raft Hub Mission)	175000
	Groot	Complete Groot Mission 3 in Forest	150000
	Gwen Stacy	Complete Drax 2 in Times Square	150000
	H.E.R.B.I.E.	Complete Times Square Off Story Mission	200000
	Havok	Character Token 16 (Forest District)	150000
	Hawkeye	Complete Times Square Off Story Mission	N/A
	Heimdall	Complete Mission 33 (Financial)	150000
	Howard the Duck	Complete Nuff Said (Marvel HQ Hub Mission)	25000
	Hulk	Complete Sand Central Station Story Mission	N/A
	Human Torch	Complete Red Head Detention Story Mission	N/A
	Hydra Agent	Character Token 28 (Forest District)	12500
	Iceman	Complete Juggernauts and Crosses Story Mission	N/A
	Invisible Woman	Complete Juggernauts and Crosses Story Mission	N/A
	Invisible Woman (F.F.)	Character Token in Stranger Danger (Sanctum Sanctorum Hub Mission)	200000
	Iron Fist	Complete Blade Mission 2 in Chinatown	150000
	Iron Man (Heartbreaker)	Character Token in House Party Protocol (Stark Tower Hub Mission)	150000
	Iron Man (Heroic Age)	Complete Heimdall Mission 1 in Industrial	200000
	Iron Man (Hulkbuster)	Character Token 19 (Chinatown)	150000
	Iron Man (Mk1)	Complete Rebooted, Resuited Story Mission	N/A
	Iron Man (Mk42)	Complete Rebooted, Resuited Story Mission	N/A
	Iron Man (Mk6)	Complete Sand Central Station Story Mission	N/A
	Iron Man (Mk7)	Complete House Party Protocol (Stark Tower Hub Mission)	150000
	Iron Patriot	Character Token 14 (Chinatown)	150000
	J. Jonah Jameson	Complete Tabloid Tidy Up (Daily Bugle Hub Mission)	150000
	Jean Grey	Complete Bifrosty Reception Story Mission	N/A
	Juggernaut	Complete Juggernauts and Crosses Story Mission	250000
	Kingpin	Complete Feeling Fisky (Fisk Towers Hub Mission)	150000
	Kingpin Henchman	Character Token in Feeling Fisky (Fisk Towers Hub Mission)	150000
	Kraven the Hunter	Character Token 17 (Central Park)	150000
	Kurse	Character Token 42 (Times Square)	150000
	Laufey	Complete Bro-tenheim (Jotunheim Hub Mission)	250000
	Leader	Character Token 23 (Industrial)	150000
	Liberty	Complete Taking Liberties Story Mission	250000
	Lizard	Complete Reptilian Ruckuss (Reptopia Hub Mission)	200000
	Loki	Complete The Good, the Bad, and the Hungry Story Mission	N/A
	M.O.D.O.K.	Complete That Sinking Feeling Story Mission	250000
	Magneto	Complete Magnetic Personality Story Mission	150000
	Magneto Acolyte	Complete Magnetic Personality Story Mission	15000
	Malekith	Complete Bro-tenheim (Jotunheim Hub Mission)	250000
	Mandarin	Complete Rebooted, Resuited Story Mission	100000
	Mandarin (Film)	Character Token in Stunt Show Surprise (Circus Tent Hub Mission)	150000
	Maria Hill	Complete Maria Hill Mission 3 on Helicarrier	150000
	Mary Jane Watson	Character Token 25 (Residential)	150000
	Mastermind	Complete Taking Liberties Story Mission	250000
	Mini Sentinel	Character Token 32 (Times Square)	150000
	Mister Fantastic	Complete Sand Central Station Story Mission	N/A
	Mister Fantastic (F.F.)	Complete Ghost Rider Mission 2 (Forest)	150000
	Moon Knight	Character Token in A Shock Withdrawal (Federal Bank Hub Mission)	150000
	Ms. Marvel	Character Token in Nuff Said (Marvel HQ Hub Mission)	200000
	Mysterio	Complete The Thrill of the Chess (Raft Hub Mission)	150000
	Mystique	Complete Rapturous Rise Story Mission	N/A
	Nick Fury	Complete Doctor in the House Story Mission	N/A
	Nightmare	Complete Stunt Show Surprise (Circus Tent Hub Mission)	250000
	Nova	Character Token 27 (Residential)	150000
	Pepper Potts	Complete Black Panther Mission 1 (Industrial)	150000
	Peter Parker	Complete Sand Central Station Story Mission	N/A
	Phoenix	Complete Put Up Your Dukes (Fogwell's Gym Hub Mission)	200000
	Polaris	Complete TheThrill of the Chess (Raft Hub Mission)	150000
	Power Man	Character Token 24 (Slums)	150000
	Professor X	Complete Mission 36 (Professor X Mission 3) (Forest)	150000
	Psylocke	Complete Mission 20 (Captain Britain Mission 2) (Times Square)	150000
	Punisher	Complete Punisher Mission 3 (Industrial)	150000
	Pyro	Complete Juggernauts and Crosses Story Mission	150000
	Red Hulk	Character Token 7 (Industrial)	150000
	Red Skull	Complete Red Head Detention Story Mission	200000
	Rescue	Complete Black Panther Mission 2 (Industrial)	150000
	Rhino	Complete Rapturous Rise Story Mission	250000
	Rocket Raccoon	Complete Rocket Racoon Mission 3 in Chinatown	150000
	Ronan the Accuser	Character Token 8 (Central Park)	150000
	Roxxon Guard	Complete Sand Central Station Story Mission	150000
	S.H.I.E.L.D. Agent	Character Token 41 (Shield Helicarrier)	150000
	Sabretooth	Complete Rock Up at the Lock Up Story Mission	250000
	Sandman	Complete Sand Central Station Story Mission	175000
	Sandman Goon	Character Token 35 (Slums)	150000
	She-Hulk	Character Token 33 (Slums)	150000
	Shocker	Complete A Shock Withdrawl (Federal Bank Hub Mission)	150000
	Silver Samurai	Character Token 34 (Industrial)	150000
	Silver Surfer	Complete Silver Surfer Mission 3 (Slums)	1,000,000
	Spider-Man	Complete Sand Central Station Story Mission	N/A
	Spider-Man (F.F.)	Complete Ghost Rider Mission 1 (Industrial)	150000
	Spider-Woman	Character Token 31 (Financial District)	150000
	Squirrel Girl	Character Token 15 (Industrial)	150000
	Stan Lee	Complete all Stan Lee in Peril rescues	N/A
	Star-Lord	Complete Rocket Raccoon Mission 2 (Industrial)	150000
	Storm	Complete Juggernauts and Crosses Story Mission	N/A
	Superior Spider-Man	Character Token 21 (Times Square)	150000
	Super-Skrull	Character Token 40 (Residential)	150000
	Symbiote Scientist	Complete Reptilian Ruckuss (Reptopia Hub Mission)	150000
	Symbiote Scientist (Hazmat)	Complete Exploratory Laboratory Story Mission	150000
	Taskmaster	Complete task on hovering platoform south of Financial District	150000
	Thing	Complete Doctor in the House Story Mission	N/A
	Thing (F.F.)	Character Token in Reptilian Ruckuss (Reptopia Hub Mission)	250000
	Thor	Complete Bifrosty Reception Story Mission	N/A
	Thor (Classic)	Character token in Bro-tenheim (Jotunheim Hub Mission)	200000
	Toad	Complete Toad Mission 3 (Financial District)	150000
	Tony Stark	Complete Rebooted, Resuited Story Mission	N/A
	Tony Stark (Underwear)	Complete Rock Up at the Lock Up Story Mission	N/A
	Venom (Big)	Complete Exploratory Laboratory Story Mission	N/A
	Union Jack	Complete Bonus Mission	150000
	Venom	Complete Exploratory Laboratory Story Mission	N/A
	Viper	Character Token 20 (Central Park)	150000
	Vulture	Complete Nuff Said (Marvel HQ Hub Mission)	150000
	War Machine	Complete House Party Protocol (Stark Tower Hub Mission)	N/A
	Wasp	Character Token 36 (Times Square)	150000
	Whiplash	Character Token 29 (Residential)	150000
	Wizard	Character Token 37 (Residential)	150000
	Wolverine	Complete Rock Up at the Lock Up Story Mission	N/A
	Wolverine (Cowl)	Character Token in Put Up Your Dukes (Fogwell's Gym Hub Mission)	250000

Checklists

Vehicles

There are over 60 different land, sea, and air vehicles to acquire. Here's how to get them all.

Land Vehicles

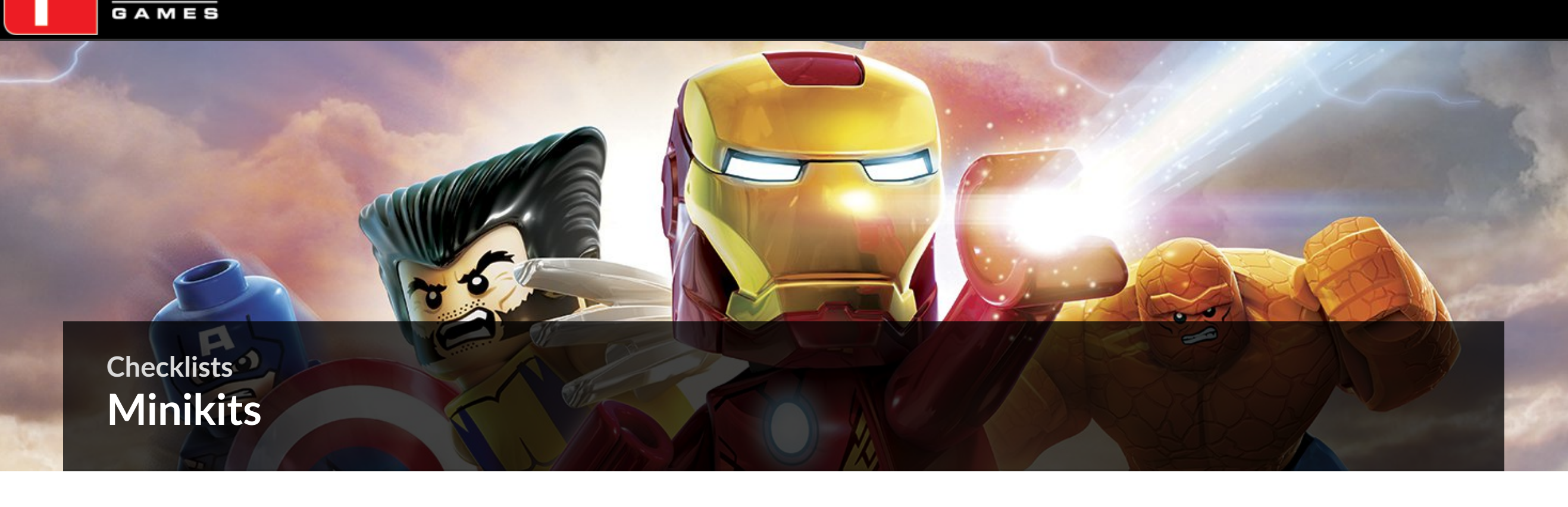
Image	Vehicle	Notes	Cost
	S.H.I.E.L.D. Staff Car	Financial / Vehicle Token 13	150000
	S.H.I.E.L.D. 4x4	Industrial District / Vehicle Token 27	150000
	S.H.I.E.L.D. APC	Slums / Vehicle Token 1	150000
	Deadpool's Scooter	Financial District / Mission 13 (Deadpool)	150000
	Ghost Rider's Motorcycle	Chinatown / Mission 12 (Ghost Rider)	150000
	Bus	Available from game start	N/A
	School Bus	Available from game start	N/A
	Saloon	Available from game start	N/A
	Small Car	Available from game start	N/A
	Sedan	Available from game start	N/A
	Limousine	Available from game start	N/A
	Van	Available from game start	N/A
	Ambulance	Available from game start	N/A
	Fire Engine	Available from game start	N/A
	Police Car	Available from game start	N/A
	Police Motorcycle	Residential District / Vehicle Token 12	150000
	Police Truck	Industrial District / Vehicle Token 24	150000
	Raft Truck	Forest District / Vehicle Token 25	150000
	Raid Truck	Slums / Vehicle Token 26	150000
	Punisher's Car	Residential District / Mission 5 (Punisher)	150000
	Punisher's Truck	Slums / Mission 4 (Punisher)	150000
	Hydra Tank	Times Square / Vehicle Token 21	150000
	Mandarin's Buggy	Industrial District / Vehicle Token 22	150000
	Pizza Van	Chinatown / Vehicle Token 3	150000
	Pizza Bike	Financial District / Mission 16 (Blade)	150000
	News Van	Available from game start	N/A
	Tanker	Available from game start	N/A
	Taxi	Available from game start	N/A
	Golf Cart	Financial / Vehicle Token 20	150000
	Garbage Truck	Slums / Mission 43 (Rocket Raccoon)	150000
	Bicycle	Available from game start	N/A
	Wolverine's Motorcycle	Industrial District / Mission 1 (Toad)	150000
	Spider-Cycle	Times Square / Vehicle Token 29	150000
	Spider-Trike	Residential District / Vehicle Token 6	150000
	Magneto-mobile	Forest District / Mission 34 (Professor X)	150000
	Flower Car	Central Park / Mission 40 (Groot)	N/A
	Go-kart	S.H.I.E.L.D. Helicarrier / Mission 37 (Maria Hill)	150000
	The Britmobile	Financial District / Mission 19 (Captain Britain)	150000
	Stark's Motorcycle	Available from game start	150000
	Stark's Sportscar	Available from game start	150000
	Hot Rod	Available from game start	150000
	Avenging Cycle	Available from game start	150000
	Captain America's Bike	Industrial District / Taxi Mission 3	150000
	The Cloud Rider	Available from game start	N/A

AIR Vehicles

Image	Vehicle	Notes	Cost
	Quinjet	Available from game start	N/A
	Chitauri Chariot	Chinatown / Mission 32 (Heimdall)	150000
	Pumpkin Chopper	Times Square / Vehicle Token 14	150000
	Mandarin's Helicopter	Forest District / Mission 29 (Gambit)	150000
	News Helicopter	Residential District / Vehicle Token 16	150000
	Police Helicopter	Industrial District / Vehicle Token 17	150000
	Raft Helicopter	Forest District / Vehicle Token 18	150000
	Spider-copter	Times Square / Vehicle Token 19	150000
	Deadpool's Helicopter	Slums / Mission 14 (Deadpool)	150000
	Fantasticar	Central Park / Vehicle Token 4	150000
	Stark Jet	Central Park / Vehicle Token 9	150000
	Doom Jet	Financial District / Vehicle Token 7	150000
	X - Jet	Forest District / Vehicle Token 10	150000
	S.H.I.E.L.D. Minicarrier	S.H.I.E.L.D. Helicarrier / Mission 38 (Maria Hill)	150000
	S.H.I.E.L.D. Jetfighter	S.H.I.E.L.D. Helicarrier / Vehicle Token 8	150000

AIR Vehicles

Image	Vehicle	Notes	Cost
	Mandarin's Boat	Financial District / Mission 41 (Groot)	150000
	Speedboat	Available from game start	N/A



Checklists

Minikits

Every level in *LEGO Marvel Super Heroes* contains 10 special collectibles known as minikits. Find all 10 minikits in a level to earn a Gold Brick and get closer to 100 percent completion. Note that many minikits can be acquired only when revisiting the mission in Free Play, as detailed in the following tables.

Level 1: Sand Central Station

No.	Mode	Notes
1	Story	Destroy the three mail boxes located along the sidewalks on either side of the roadway.
2	Free Play	Throw Thor's hammer at the cracked billboard and then fly to get it.
3	Free Play	Dig up a dig spot, assemble pieces into a scooter, and then ride it to a pizza stand.
4	Free Play	Charge up a power transformer, then use super sense to find grapple handles. Pull on the handles.
5	Free Play	Break a golden object hanging from the ceiling with a heat beam.
6	Free Play	Detect a golden object on a wall with super sense, destroy the object with a heat beam, and then use a sand ability to dig out the minikit.
7	Free Play	Cut open a golden door with a heat beam, use a claw switch, and then use mind control make a person get the minikit for you.
8	Free Play	Use telekinesis on the statues by the clock at the front.
9	Free Play	Freeze some water on top of the water tower into an ice slide and then ride down the slide.
10	Free Play	Destroy five golden objects on top of the roof.

Level 2: Times Square Off

No.	Mode	Notes
1	Free Play	Use magnetic powers to open a safe at the back of the lab.
2	Free Play	Blow up a silver object, then power a transformer to access a secret room.
3	Free Play	Dig up a dig spot, then use power cosmic to assemble some cosmic bricks into a rocket.
4	Story	Hit five greenhouse planters scattered about the rooftops to get this minikit.
5	Free Play	Destroy a silver vent, then as Venom, move through some slurp to get up to a greenhouse.
6	Free Play	Destroy a golden fire extinguisher near a barbecue grill, then get the minikit from within some flames.
7	Free Play	Destroy silver objects and assemble some pieces into a pump. Jump on the pump, then use a Fantastic 4 pad.
8	Free Play	Pull on some green handles on the side of a truck with a super strong character.
9	Free Play	Blow up a silver car, then use a super strong character to break the cracked area of the street.
10	Free Play	Destroy five gold-topped fire hydrants scattered about the area.

Level 3: Exploratory Laboratory

No.	Mode	Notes
1	Free Play	Destroy four golden signs with a heat beam.
2	Free Play	Use magnetic powers to move batteries. Then with a smart character, use a control pad and complete a pattern of DNA.
3	Free Play	Pull on some green handles with a super strong character. Throw a shield at a shield switch.
4	Free Play	Use mind control to make a worker pull a lever. Move through a grate and then power up two transformers.
5	Free Play	Dig up a dig spot to find a minikit.
6	Free Play	Use Venom, a strong character, and telekinesis at three spots to get pieces that must be assembled into mechanical spiders.
7	Free Play	Freeze some water with a cold beam, then melt the ice with a heat beam.
8	Free Play	Destroy a golden container with a heat beam.
9	Free Play	Open a container using magnetic power, then activate a claw switch.
10	Free Play	Assemble some cosmic bricks to open a door with a minikit inside.

Level 4: Rock Up at the Lock Up

No.	Mode	Notes
1	Story	Destroy five life preservers scattered about the area.
2	Story	Blow up a silver object on a small boat out in the water.
3	Free Play	Use magnetic power to open a sewer grate.
4	Free Play	Pull on a grapple handle to release some water, then freeze the water with a cold beam to make an ice fishing pole.
5	Free Play	Use magnetic power to open a blue cell door. Break objects and assemble them into a grate. Go through the grate to the adjacent cell.
6	Free Play	Open a series of containers with magnetic power.
7	Free Play	Cut through a golden wall with a heat beam to get the minikit on the other side.
8	Free Play	Use super senses to detect a transformer. Charge it up. Then use the control pad to get the minikit.
9	Free Play	Get into the elevator and fly up past the second floor.
10	Free Play	Break some silver objects and assemble the pieces, destroy a gold crate with a heat beam, then use the sandbox, and finally, pull a lever by the last spotlight.

Level 5: Rebooted, Resuited

No.	Mode	Notes
1	Free Play	Break up cabinets using telekinesis and web-slinging. Assemble the pieces and charge up a transformer.
2	Free Play	Use mind control to make a worker pull a lever. Put parts on a car using telekinesis and magnetic power. Drive the car to the left side of the garage.
3	Free Play	Destroy five golden hologram projectors with a heat beam.
4	Free Play	Fly up in the air above the outside walkway.
5	Free Play	Break cabinets with telekinesis and by pulling on grapple handles with webs. Then assemble the pieces into a radio.
6	Free Play	Pull on green handles with a super strong character to get into a small room.
7	Free Play	Freeze water into an ice chest by using a cold beam.
8	Free Play	Ring a bell using telekinesis and then enter a small room.
9	Story	Fly off the left side of the tower to pick up a minikit sitting on a pedestal.
10	Free Play	Fly up to the upper platforms. Destroy three searchlights using magnetic power.

Level 6: Red Head Detention

No.	Mode	Notes
1	Story	Destroy three spiders that drop down from the ceiling on thin webs.
2	Free Play	Use magnetic power to destroy a ventilation unit above a control panel.
3	Free Play	Freeze some water into a block of ice using a cold beam. Then use a heat beam to melt the ice to get the minikit.
4	Story	Destroy five golden Hydra statues with a heat beam.
5	Free Play	Charge up a power transformer to start a large gear rotating that brings up a minikit to you.
6	Free Play	Put out some flames in a small alcove under a gear so that you can get the minikit.
7	Free Play	Use webs to pull on grapple handles to open a hatch where a minikit is located.
8	Free Play	Get up onto the ledge above the exit door and use a claw switch.
9	Story	Destroy the four flags in the four corners of the final area.
10	Free Play	Use Mister Fantastic to go through a grate to get to the control room.

Level 7: Bifrosty Reception

No.	Mode	Notes
1	Story	As you are traveling through the portal to Asgard, collect a minikit that is floating in space.
2	Story	Melt the ice around the statue and then look behind the statue to get the minikit.
3	Free Play	Use a web-slinger to pull on a grapple handle to open a crate, then destroy a golden object with a heat beam.
4	Free Play	Attack a silver statue, then pull on a grapple handle to knock it over.
5	Free Play	Destroy a statue using magnetic powers.
6	Story	Melt three mounds of ice so that flowers hidden inside can bloom.
7	Free Play	Destroy a silver object, power up a transformer, move an ice block using telekinesis, and then melt the block of ice with a heat beam.
8	Story	Destroy some plants and then dig in a dig spot under them.
9	Free Play	Destroy a silver container and a brown container, assemble the pieces to move and create two statues. Assemble more pieces and use a super strong character to pull on green handles. Assemble more pieces into a hand statue, then use telekinesis on it.
10	Story	Destroy three golden statues in the throne room.

Level 8: Juggernauts and Crosses

No.	Mode	Notes
1	Story	Melt the gold lock on the right side of the foyer with a hear beam, then assemble the pieces.
2	Free Play	Use magnetic power on the gramophone on the left side of the foyer.
3	Free Play	Pull on a grapple handle, then go into a small room and break a crate.
4	Free Play	Destroy the silver cabinet inside the back room.
5	Free Play	Manipulate a blue statue in the dining room using magnetic power.
6	Story	Destroy five gargoyles scattered about the mansion yard.
7	Free Play	Destroy a silver object, use a dig spot, and then use a sand character in a sandbox.
8	Free Play	Dig up some pieces from a dig spot, assemble the pieces, and use the object with telekinesis.
9	Free Play	Break a vending machine with magnetic power, use a shield switch, then move through a grate.
10	Story	Destroy the four computer terminals in the hangar.

Level 9: Doctor in the House

No.	Mode	Notes
1	Story	Collect a minikit as you are skydiving down to the castle.
2	Free Play	Destroy five golden statues around the castle.
3	Free Play	Use magnetic power to move some metal on top of the comm tower.
4	Free Play	Melt some ice with a heat beam, then use mind control on a Doombot to get a minikit.
5	Story	Melt five piles of ice and then assemble pieces into masks on the wall.
6	Story	Melt a gold statue with a heat beam.
7	Free Play	Destroy a silver door and power up a transformer with electricity.
8	Free Play	Dig up a dig spot, assemble some pieces, and then jump up to get the minikit.
9	Free Play	Use super sense, pull on grapple handles, blow up a silver wall, and then destroy a golden wall with a heat beam.
10	Free Play	Shoot three silver objects with rockets along the top of the castle to unfurl Doom banners.

Level 10: That Sinking Feeling

No.	Mode	Notes
1	Free Play	Use the control panel for a second time and put out a fire with it.
2	Free Play	Activate a claw switch.
3	Story	Destroy three small Doctor Doom holograms.
4	Free Play	As Captain America, throw a shield at a shield switch.
5	Story	Use the remote control mini-sub to get the minikit down in the water.
6	Story	Power up the transformer on the small boat a second time. Then use a heat beam to melt the gold container.
7	Free Play	Dig up three different dig spots.
8	Free Play	Use a sand character at a sand sculpture.
9	Free Play	Use telekinesis on an object sticking out of some wreckage.
10	Story	Collect a minikit hidden in a corner.

Level 11: Taking Liberties

No.	Mode	Notes
1	Free Play	Fly to the left from the start and destroy a silver object.
2	Free Play	Move through a grate into a shaft, then fly up to get the minikit.
3	Free Play	Use telekinesis to open three pots with purple lids around the area.
4	Story	Break open a wall with a green crack in it. Then move inside to get the minikit.
5	Free Play	Fly up to a platform on the far left to find this minikit.
6	Free Play	Pull on a grapple handle and then assemble cosmic brick pieces with a character with power cosmic.
7	Free Play	Pull on some green handles with a super strong character and then move into a room to get a minikit.
8	Story	Destroy five little blue signs inside the Statue of Liberty.
9	Free Play	Open a blue container using magnetic power.
10	Free Play	Freeze a puddle with a cold beam, then melt it with a heat beam to get the minikit.

Level 12: Rapturous Rise

No.	Mode	Notes
1	Free Play	Dig up three dig spots and assemble the pieces you recover.
2	Free Play	Destroy a gold statue with a heat beam, break open a cracked wall, then use a sand character in a sandbox.
3	Free Play	Use super sense and pull on a grapple handle to get a vehicle out of a tree.
4	Free Play	Cut through a gold door with a heat beam.
5	Free Play	Destroy five golden eggs scattered about the jungle with a heat beam.
6	Story	Destroy four red luggage carriers that can be found throughout the jungle.
7	Free Play	Blast away a silver wall in some airplane wreckage.
8	Free Play	Use telekinesis to move some plants, assemble pieces into a grate, and use Mister Fantastic to go through the grate.
9	Free Play	Dig up five different dig spots and destroy the pumpkins you find in them.
10	Free Play	Use magnetic power on a blue object on top of a tower.

Level 13: Magnetic Personality

No.	Mode	Notes
1	Story	Destroy three stacks of tanks located in the landing bay.
2	Free Play	Open a metal crate using magnetic power, then use power cosmic to assemble cosmic bricks. Climb onto a kiddie ride.
3	Free Play	Pull on green handles with super strength, put out flames with a cold beam, and fly up into a shaft to get the minikit.
4	Free Play	Break a green container, then use telekinesis to move panels onto the wall to solve a puzzle. Fly up to get the minikit.
5	Free Play	Activate a claw switch and then dig up a dig spot.
6	Free Play	Use magnetic power to open a wall, transfer power to a transformer, locate a climbing wall using super sense, and then climb the wall to get the minikit.
7	Free Play	Use a cold beam to freeze a puddle of water inside a hatch you previously opened.
8	Free Play	Go through a grate to get to an enclosed area with a minikit.
9	Free Play	Use mind control on a goon to make him get a minikit for you.
10	Free Play	Open three metallic blue containers using magnetic power.

Level 14: A Doom with a View

No.	Mode	Notes
1	Free Play	Destroy a gold object with a heat beam, then use a control pad.
2	Story	Destroy five holographic displays of Magneto on the walls of the control room.
3	Story	Put out some flames on top of a large electric device so that you can get the minikit.
4	Free Play	Blast a silver door with rockets, then fly in to get the minikit.
5	Free Play	Open a metallic blue hatch near the exit using magnetic power.
6	Free Play	Dig up a dig spot.
7	Story	Use a super strong character to pull on green handles and rip off a hatch.
8	Free Play	Destroy a gold wall with a heat beam, assemble some pieces into a golden statue, then use the heat beam on the statue.
9	Story	Locate a climbable wall with super sense, then climb up the wall to get the minikit.
10	Free Play	Blast a silver panel with rockets, then use a character with power cosmic to assemble some cosmic bricks.

Level 15: The Good, the Bad, and the Hungry

No.	Mode	Notes
1	Free Play	Use magnetic power to open three metallic blue containers near the turbines.
2	Free Play	Activate a claw switch.
3	Free Play	Put out flames surrounding a minikit.
4	Free Play	Move a blue metallic pad with magnetic power.
5	Free Play	Break a cracked pad with a super strong character.
6	Free Play	Dig up some pieces at a dig spot and then assemble them together.
7	Free Play	Destroy a gold wall with a heat beam.
8	Free Play	Charge up a power transformer.
9	Free Play	Use a control pad to activate a robot, then move it around to clear up the oil spills.
10	Free Play	Freeze a puddle of water into ice with a cold beam.

Checklists

Stan Lee in Peril

Stan Lee is constantly getting in trouble. You need to rescue in him each of the 15 story levels, each of the 11 hub missions, and also out in Manhattan. Every Stan Lee you save earns you a Gold Brick.

Stan Lee in Peril: Levels

Rescued?	Level	Mode	Notes
	Level 1: Sand Central Station	Story	Destroy the kiosk on top of Stan Lee on the left upper balcony in the terminal.
	Level 2: Times Square Off	Free Play	Destroy silver objects under a water tower, assemble pieces into a pipe, then use telekinesis to turn a wheel and burst the tank of water.
	Level 3: Exploratory Laboratory	Free Play	Open a container using magnetic power, then activate a claw switch.
	Level 4: Rock Up at the Lock Up	Free Play	Move a character through a grate. Then use super senses to detect grapple handles on which you must pull.
	Level 5: Rebooted, Resuited	Free Play	Use a sand character to rescue Stan Lee.
	Level 6: Red Head Detention	Story	Use a flying character to destroy the large round wheels on both sides of Stan Lee to free him.
	Level 7: Bifrosty Reception	Free Play	Destroy a silver wheel-like object in the back of the Observatory to free him.
	Level 8: Juggernauts and Crosses	Free Play	Put out the fire on the burning shack with a cold beam, assemble pieces and pull on green handles with a strong character, then assemble pieces into a trampoline.
	Level 9: Doctor in the House	Free Play	Use super sense, pull on grapple handles, and shoot a gold object with a heat beam to free Stan Lee.
	Level 10: That Sinking Feeling	Free Play	Use magnetic power to free Stan Lee.
	Level 11: Taking Liberties	Story	Climb across a tightrope to a platform and break the brick holding down Stan Lee.
	Level 12: Rapturous Rise	Free Play	Put out the flames trapping Stan Lee by using a cold beam.
	Level 13: Magnetic Personality	Story	Shoot rockets at the silver panel on the ceiling of the control room.
	Level 14: A Doom with a View	Free Play	Activate a claw switch, assemble some pieces, and then use a control pad.
	Level 15: The Good, the Bad, and the Hungry	Free Play	Use a sand character at the sandbox near Stan Lee to free him.

Stan Lee in Peril: Hub Missions

Rescued?	Hub Mission	Mode	Notes
	Tabloid Tidy Up (Daily Bugle)	Free Play	Dig up a dig spot.
	A Shock Withdrawal (Federal Bank)	Free Play	Use magnetic power to open a metallic blue cage.
	House Party Protocol (Stark Tower)	Story	Use a heat beam to destroy golden bars.
	Nuff Said (Marvel HQ)	Free Play	Open a door at the back with metallic blue bars using magnetic power.
	Feeling Fisky (Fisk Towers)	Story	Put out the fire in the fireplace.
	Put Up Your Dukes (Fogwell's Gym)	Free Play	Lift a metal barbell off Stan Lee with magnetic power.
	Stunt Show Surprise (Circus Tent)	Free Play	On the right side, use super senses, grappling, heat beam, and then telekinesis to get Stan Lee out of a magic hat.
	Reptilian Ruckus (Reptopia)	Free Play	Dig up a dig spot and then use Mister Fantastic to change into giant hands to free Stan.
	Stranger Danger (Sanctum Sanctorum)	Free Play	Fly up through the ceiling of the bathroom and fire rockets the silver lock on the coffin.
	The Thrill of the Chess (The Raft)	Free Play	Charge up a transformer to open Stan's cell.
	Bro-tunheim (Jotunheim)	Free Play	Open a metallic mouth at the back of the area with magnetic power to free Stan Lee.

Stan Lee in Peril: Manhattan

Rescued?	Icon	Location	Notes	Prerequisite
		Chinatown	Use Mind Control to manipulate the guard at Marvel H.Q. into opening the door for Stan Lee.	Complete Level 3: Exploratory Laboratory
		Central Park	Use super sense and web abilities to lift the toppled chess pieces off of Stan Lee.	Rescue Stan Lee in Peril 1
		Industrial	Defeat Hulk Stan and return him to normal.	Rescue Stan Lee in Peril 2
		Forest	Save Stan Lee from his mishap with the fire hose by melting the ice from and using the nearby claw switch.	Rescue Stan Lee in Peril 3
		Residential	Use the claw switch inside of the crane's cab to move the pallet from above where Stan is standing.	Rescue Stan Lee in Peril 4
		Chinatown	Rescue a kidnapped Stan Lee from the clutches of a gorilla on top of the Empire State Building.	Rescue Stan Lee in Peril 5
		S.H.I.E.L.D. Helicarrier	Destroy the rescue bot holding Stan Lee captive.	Rescue Stan Lee in Peril 6
		Central Park	Dig Stan Lee out of the sand near the circus tent while fighting off goons.	Rescue Stan Lee in Peril 7
		Industrial	Stan is stuck high atop a smokestack. Smash the cracked LEGO panel at the chimney's base to free him.	Rescue Stan Lee in Peril 8
		Central Park	Use the magnetic ability to save a drowning Stan Lee by throwing him a life preserver.	Rescue Stan Lee in Peril 9
		Financial	Destroy the tree that Stan Lee's car is stuck in the branches of.	Rescue Stan Lee in Peril 10
		Forest	Saving Stan Lee this time occurs during the fierce attack on the X-Mansion by the Brotherhood. He is behind a wall of flame, use mind control on him to rebuild the broken pipes and help extinguish the flames.	Rescue Stan Lee in Peril 11
		Industrial	Use hyper-strength to lift the fallen dumbell off of Stan.	Rescue Stan Lee in Peril 12
		Times Square	East of the Roxxon Power Station, Stan Lee is tied to the train tracks. Save him with a character with Magnetic abilities.	Rescue Stan Lee in Peril 13
		Residential	Destroy all of the sharks that are harassing the not-so-nautical Stan Lee.	Rescue Stan Lee in Peril 14
		Forest	Destroy the cracked LEGO wall in the central area of The Raft to free Stan Lee.	Rescue Stan Lee in Peril 15
		Forest	Put out the flames in the picnic area near the billboard south of the X-Mansion.	Rescue Stan Lee in Peril 16
		Central Park	Break open the clown car using a web ability character to set Stan Lee free.	Rescue Stan Lee in Peril 17
		Financial	Destroy the post box that Stan Lee is stuck inside of.	Rescue Stan Lee in Peril 18
		Financial	Extinguish the real flames on the torch of the Statue of Liberty to allow Stan Lee to walk away.	Rescue Stan Lee in Peril 19
		Industrial	Beat down the goons in the construction site to save Stan from the assault.	Rescue Stan Lee in Peril 20
		Times Square	At the Roxxon Power Station, flip the switch on the scaffolding above Stan Lee to save him.	Rescue Stan Lee in Peril 21

Checklists

Deadpool Bricks

Deadpool bricks are special items that bestow magnificent powers when unlocked, such as stud multipliers and detectors. There is one Deadpool brick in each of the hub missions. Most require you to revisit the hub missions a second time in Free Play to get them. Once you have a Deadpool brick, return to the helicarrier and go to Deadpool's room to pay to activate them.

Hub Mission	Power	Mode	Notes
Tabloid Tidy Up (Daily Bugle)	x4 Multiplier	Free Play	Use telekinesis to rearrange trophies in the office.
A Shock Withdrawal (Federal Bank)	Ghost Studs	Free Play	Use telekinesis to rearrange trophies in the office.
House Party Protocol (Stark Tower)	x10 Multiplier	Free Play	Use telekinesis to break open a pinata.
Nuff Said (Marvel HQ)	Gold Brick Detector	Free Play	Use telekinesis to assemble a picture of Deadpool in the back corner.
Feeling Fisky (Fisk Towers)	x6 Multiplier	Free Play	Use telekinesis on a picture of Kingpin, then destroy the golden door with a heat beam.
Put Up Your Dukes (Fogwell's Gym)	Fast Build	Free Play	Use the control pad next to Captain America.
Stunt Show Surprise (Circus Tent)	Attract Studs	Free Play	Use magnetic power to break open a metallic cage.
Reptilian Ruckus (Reptopia)	x8 Multiplier	Free Play	Charge up a transformer, then use magnetic power to open a metallic container.
Stranger Danger (Sanctum Sanctorum)	Minikit Detector	Free Play	Go through a sand pit, use telekinesis to open a crate, assemble the pieces, and then pull on a grapple handle.
The Thrill of the Chess (The Raft)	Token Detector	Free Play	Use Venom to go through the symbiote on the left wall.
Bro-tunheim (Jotunheim)	Mini Characters	Free Play	Melt the ice of a frozen cave with a heat beam.

Checklists

Gold Bricks

Every time you accomplish a noteworthy feat in *LEGO Marvel Super Heroes*, you earn a Gold Brick as a reward. There are a number of different ways to earn these Gold Bricks. Some of the hub missions can't be accessed until you have collected a minimum number of these Gold Bricks, so it is important to stockpile them. There are 250 Gold Bricks in the game and the following table breaks down how to find them all.

	Feat	Gold Bricks
	Beat every level in Story mode	15 (one per level)
	Achieve True Believer status in every level	15 (one per level)
	Find all 10 minikits in every level	15 (one per level)
	Rescue Stan Lee in each level	15 (one per level)
	Beat every hub mission in Story mode	11 (one per mission)
	Achieve True Believer status in every hub mission	11 (one per mission)
	Rescue Stan Lee in each hub mission	11 (one per mission)
	Rescue Stan Lee in Manhattan	24 (Stan the Man)
	Find every Gold Brick in Manhattan	133 (hard work)
	Grand Total	250 (Way to go!)

Checklists

Achievements and Trophies

Complete the following milestones in *LEGO Marvel Super Heroes* to wow your online friends with your epic feats of heroism.

Achievements

Name	Requirement
Alter Ego	Perform all big LEGO figure transformations
Welcome to Level 7	Play as Agent Coulson
Cosplay	Create a custom character
Avengers Assembled	Collect all Avengers characters in the game (Single Player)
Sinister Six	Collect Doc Ock, Sandman, Mysterio, Kraven the Hunter, Electro, and Vulture (Single Player)
Zoo Believer	Unlock all animal-themed characters (Single Player)
Bad Luck?	Unlock Black Cat (Single Player)
Really?	Collect Howard the Duck (Single Player)
Times Square Off	Complete Level 2—Times Square Off
Stan-tastic	Rescue Stan Lee from every peril (Single Player)
Brotherhood	Collect all traditionally evil mutants (Single Player)
To Me, My X-Men	Collect all traditionally heroic mutants (Single Player)
I Am Iron Man	Collect all Iron Man armors (Single Player)
Guardians of the Galaxy	Unlock all the Guardians of the Galaxy (Single Player)
Falling ... with Style	Complete first helicarrier skydive
Sand Central Station	Complete Level 1—Sand Central Station
Exploratory Laboratory	Complete Level 3—Exploratory Laboratory
Rock Up at the Lock Up	Complete Level 4—Rock Up at the Lock Up
Rebooted, Resuited	Complete Level 5—Rebooted, Resuited
Red Head Detention	Complete Level 6—Red Head Detention
Bifrosty Reception	Complete Level 7—Bifrosty Reception
Juggernauts and Crosses	Complete Level 8—Juggernauts and Crosses
Doctor in the House	Complete Level 9—Doctor in the House
That Sinking Feeling	Complete Level 10—That Sinking Feeling
Taking Liberties	Complete Level 11—Taking Liberties
Rapturous Rise	Complete Level 12—Rapturous Rise
Magnetic Personality	Complete Level 13—Magnetic Personality
A Doom with a View	Complete Level 14—A Doom with a View
The Good, the Bad and the Hungry	Complete Level 15—The Good, the Bad and the Hungry
Don't I Know You?	Team up Captain America with Human Torch (Co-Op)
Road Rage	Destroy 100 vehicles in the Manhattan hub
It's Clobberin' Time!	Defeat 100 enemies as the Thing
I'm Always Angry!	Transform into the Hulk 50 times
Billionaire Philanthropist	Collect 1,000,000,000 studs (Single Player)
Stan's Soapbox	Turn into Stan Hulk
Post-Credit Party	Watched the credits to see the bonus scene after them (Single Player)
Puny God	Perform Hulk's special move on Loki
Menace to Magneto	Drive to the Baxter Building as Magneto in the Magneto Mobile
Can't Hurt Me Bub	Regenerate as Wolverine
Ultimate True Believer	Unlock all True Believers (Single Player)
Fastball Special	Perform a special throwing move as Colossus on Wolverine.
Have you ever tried Shawarma?	Collect Every Trophy
It's Me Time!	Read a comic in Deadpool's room on the Helicarrier.
The Toast of Croydon	Create a character called "Trevor" in the character customizer.
This Is Fantastic!	First time turning Mister Fantastic into a teapot.
You Win a No-Prize!	Complete game 100% (Single Player).

The Hubs

Introduction

As you explore Manhattan, you come across eleven different locations which provide mini-levels called hubs. By completing these levels, you not only gain more Gold Bricks, you can also unlock new characters and Deadpool bricks. The first few hubs can be accessed once you unlock Free Play mode in the game. However, other hubs require you to have collected a minimum amount of Gold Bricks.

In each hub, Deadpool acts as the narrator and sets the stage. Then you have two to three characters which you must use to complete the level. Once you finish the hub the first time, you can go back in Free Play mode and play it again—this time using any of the characters you have already unlocked. You will need to play the hubs in Free Play mode to get all the collectibles.

Note

Once you have enough Gold Bricks to unlock a hub, go to that location and then assemble some pieces there into an entrance that you can use to start the mini-level.

The Hubs

Tabloid Tidy Up

Location: Daily Bugle

Doctor Octopus made a huge mess of the Daily Bugle office as he rushed through it to get away from the super heroes who were chasing him. Now he and Agent Coulson have to clean up the place.

Collectibles

Icon	No.	Item	Mode	Notes
	1	Doctor Octopus (Variant)	Free Play	Build three posters around the office.
	2	Deadpool Brick (x4 Multiplier)	Free Play	Use telekinesis to rearrange trophies in the office.
	3	Stan Lee	Free Play	Dig up a dig spot.

Gold Brick Requirement: 0

True Believer Stud Requirement: 30,000

Story Characters

- Agent Coulson

- Doctor Octopus

Guide

- The office is a mess, so you need to clean it up by completing five tasks. The first is to remove the silver bricks in front of the office. Use Agent Coulson's rockets to blow up the bricks. Then reassemble the pieces into an office door.

- Next you need to fix the copy machine. Break up the objects along the front left corner of the room, then assemble the pieces into a copy machine to complete the second task.

- There is a gaping hole in the wall on the left side of the room. Break up the remaining objects in this area, then assemble them all into a window to fill the hole.

- You need to sweep up the mess on the floor. Use Doctor Octopus's super senses to locate a couple of grapple handles on the back wall. Pull on them to open a compartment. Switch to Agent Coulson and assemble the pieces in the compartment into a vacuum. Take control of the vacuum. Then move it around to pick up small piles on the floor.

- Finally you need to put out a fire that has a civilian trapped. Shoot at the target up high on the back wall. Then assemble the pieces into a fire extinguisher. Jump on the pad on the right to pump water through the hose to put out the fire.

Doctor Octopus (Ultimate) Character Token

You need to assemble three posters and put them on the wall. One is in the office along the back wall, a second poster requires you destroy a golden container in the back on the right with a heat beam so that you can get the pieces. Finally, the last poster goes on the left wall near the new window.

Deadpool Brick (x4 Multiplier)

After busting into the office, select a character with telekinetic power and use it to pick up the trophies and put them into the correct positions based on their colored bases.

Stan Lee in Peril

Stan Lee is trapped in a dig spot. Select a character who can dig and get him out.

The Hubs

A Shock Withdrawal

Location: Federal Bank

Electro and Shocker are robbing a bank. Once you get to the Federal Bank, you must use a control pad and play a matching game to open the entrance so that you can get inside, rescue the hostages, and stop the villains.

Gold Brick Requirement: 0

True Believer Stud Requirement: 35,000

Story Characters

- Iron Man (Mk6)
- Captain America
- Spider-Man

Guide

- Three civilians are trapped inside the bank. You need to rescue them. The first is trapped on a desk surrounded by electrified water. Use Iron Man to blow up the silver blocks and other blocks around the desks as well as the large “$” sign by the stairs. Then assemble the pieces into planks so that the civilian can escape.
- Next move to the right and use Captain America to activate a shield switch and open a glass door. Move into the office and destroy all of the furniture. Then assemble the pieces into a trampoline so the second civilian can escape.
- The final civilian is trapped under some rubble. Use Spider-Man’s super senses to locate a grapple handle and then pull on it to free the person.
- Now to deal with Electro. Move one of your heroes over to attack him and when trapped, switch to another character and attack Electro to defeat him while he is occupied. Then use Iron man’s rockets to blast open the silver vault door.
- When Shocker comes out of the safe, attack him and get in a couple of hits. Follow him up onto the top of the armored car to finish the fight.

Moon Knight Character Token

Select a character with mind control and use it on a person on the other side of the glass window on the left side of the bank. Use the person to pull on a switch to unlock a nearby ATM. Break the ATM to get the Character Token.

Deadpool Brick (Ghost studs)

Use a heat beam to destroy the stack of gold bars near the armored car to get the Deadpool brick.

Stan Lee in Peril

Once the vault is open, use a character with magnetic power to open the metallic blue cage where Stan Lee is being held prisoner.

The Hubs

House Party Protocol

Location: Stark Tower

Tony Stark is holding a big party for all his super hero friends. However, the party is not rocking. You need to get everyone dancing before they all get bored and leave.

Collectibles

Icon	No.	Item	Mode	Notes
	1	Iron Man (Heartbreaker)	Story	Destroy three sets of balloons.
	2	Deadpool Brick (x10 Multiplier)	Free Play	Use telekinesis to break open a pinata.
	3	Stan Lee	Story	Use a heat beam to destroy golden bars.

Gold Brick Requirement: 0

True Believer Stud Requirement: 73,000

Story Characters

- Iron Man (Mk42)

- War Machine

Note

You must complete all 15 story levels in order to open this hub mission.

Guide

- There are three main tasks you must complete to get the party rocking. First, you need to repair the sound system that the Hulk smashed. Use Iron Man's heat beam to cut through the gold wall above the elevator door and then assemble the pieces to fix the elevator. When a cart comes up in the elevator, break it up and then assemble the pieces into a new sound system.

- Fire rockets at some silver bricks at the back of the room to break open a door and reveal a control pad. Use Iron Man on the control pad to make a screen come out. Move the cursor over circles and click on them in the order they light up to follow the pattern. This makes a disco ball drop down and light up over the dance area.

- Now bust up all the crates by Nick Fury and assemble them into a sound board so Nick can start pumping out the jams.

- Once all three tasks are completed, move to the dance floor. Watch the squares light up, then jump onto those squares in order. Complete three different patterns to get the party started and finish the level.

Iron Man (Heartbreaker) Character Token

There are three clusters of balloons scattered about the area. Destroy all of them to get the Character Token.

Deadpool Brick (x10 Multiplier)

You need to break the pinata to get this Deadpool brick. First blast away at the gold object near the pinata to release a purple stick. Then switch to a character with telekinesis and use the power to move the stick and hit the pinata. Keep at it until it is destroyed.

Stan Lee in Peril

Stan Lee is caught behind some golden bars. Use a heat beam to cut through the bars to free him.

The Hubs

Nuff Said

Location: Marvel HQ

The Vulture and Howard the Duck are holding the Marvel artists hostage. You must get in there and defeat the Vulture.

Collectibles

Icon	No.	Item	Mode	Notes
	1	Miss Marvel	Free Play	Destroy the gold statue in the entrance area where you start.
	2	Deadpool Brick (Gold Brick Detector)	Free Play	Use telekinesis to assemble a picture of Deadpool in the back corner.
	3	Stan Lee	Free Play	Open a door at the back with metallic blue bars using magnetic power.

Gold Brick Requirement: 0

True Believer Stud Requirement: 40,000

Story Characters

- Spider-Man

- Mister Fantastic

Guide

- The entrance to the main office is blocked by security lasers. As Mister Fantastic, break up the objects on the counter and then assemble them into a control pad. Use the pad to bring up a screen where you have to click on shapes to rotate them to complete the circuit and shut down the security system.

- Assemble some pieces in the front of the office area into a large bird house. This shocks and damages Vulture.

- Next assemble some more pieces on the right into a grate. Move Mister Fantastic through the grate and up onto the balcony. Have both of your heroes pull on levers near the curtains to open them and reveal a painting.

- Use Spider-Man's super senses to detect a couple of grapple handles and then pull on them to break the painting. Assemble the pieces into a cutout of Iron Man. Vulture crashes into the cutout and takes some more damage.

- Next assemble some more pieces into a control pad. Use Mister Fantastic on the control pad to make a hologram of Captain America appear; it causes Vulture to dive down and crash for more damage.

- To continue damaging Vulture, assemble some pieces on the left side and pump up a fake Thor to lure him in for another diving attack.

- Finally, assemble some remaining pieces into a Fantastic 4 pad and have Mister Fantastic use it. He turns into a bird nest and defeats Vulture once and for all to complete the level.

Miss Marvel Character Token

When you first begin the level, use a character with a heat beam to destroy the gold statue in the corner to get the Character Token.

Deadpool Brick (Gold Brick Detector)

Select a character with telekinetic power and use it to place pieces onto a wall to complete a picture of Deadpool. You will receive a Deadpool brick as a reward.

Stan Lee in Peril

Stan Lee is locked up at the back of the office. Use a character with magnetic power to open the metallic blue bars and set Stan free.

The Hubs

Feeling Fisky

Location: Fisk Towers

Kingpin has a civilian he is holding hostage. However, it is a trap to lure in our heroes. Rescue the hostage and defeat Kingpin.

Collectibles

Icon	No.	Item	Mode	Notes
	1	Kingpin Goon	Free Play	Transfer power to the transformer on the left side of the area.
	2	Deadpool Brick (x6 Multiplier)	Free Play	Use telekinesis on a picture of Kingpin, then destroy the golden door with a heat beam.
	3	Stan Lee	Story	Put out the fire in the fireplace.

Gold Brick Requirement: 50

True Believer Stud Requirement: 50,000

Story Characters

- Captain America
- Spider-Man
- Daredevil

Guide

- When you arrive at Kingpin's room, break up the furniture in the middle of the room and assemble the pieces into a table and then a Captain America pad. Stand on the pad and deflect the energy beam toward a red power target to shut off the beam.
- Switch to Spider-Man and use his super senses to detect some grapple handles. Pull on them with webs to free the civilian.
- You now gain Daredevil on your side. However, Kingpin sends in his goons and Elektra. Defeat the goons and hit Elektra several times to eliminate all of her health and take her out of the fight.
- Kingpin next sends in Bullseye to attack. He is controlling some turrets that pop up from the floor. Use Captain America and his shield to deflect the shots back at the turrets to destroy them.
- Assemble the pieces from the turrets into grapple handles and then use Spider-Man's webs to pull on them to open the window to Kingpin's office so he will come out and fight.
- You must now defeat Kingpin by dropping chandeliers on him. Assemble pieces into a large lever on the left side and push it around to get in one hit. On the right side, shoot a web or throw a shield at the chain holding up the chandelier. Finally, in the middle, use Spider-Man's super senses and pull on two grapple handles to drop the last chandelier and defeat Kingpin.

Kingpin Goon Character Token

Use a character with electric power to charge up the transformer on the left side of the room to get the Character Token.

Deadpool Brick (x6 Multiplier)

Use telekinesis to move the painting of Kingpin in the far right corner of the room. Then switch to a character with a heat beam to destroy the golden door to get the brick.

Stan Lee in Peril

Put out the fire in the fireplace so that Stan Lee can get out. You can use a character with a cold beam or use Captain America and his shield to extinguish the flames.

The Hubs

Put Up Your Dukes

Location: Fogwell’s Gym

While looking for some local talent, Wolverine and Jane Grey come across the Blob. The best way to defeat him is to attack his weakness—his love of food.

Collectibles

Icon	No.	Item	Mode	Notes
	1	Wolverine (Cowl)	Free Play	Go through a grate with Mister Fantastic to get to an upstairs room.
	2	Deadpool Brick (Minikit Detector)	Story	Use the control pad next to Captain America.
	3	Stan Lee	Free Play	Lift a metal barbell off Stan Lee with magnetic power.

Gold Brick Requirement: 75

True Believer Stud Requirement: 25,000

Story Characters

- Wolverine

- Jean Grey

Guide

- Break up all the objects to the left of the fighting ring, including those on the upper level, and then assemble them into a giant drinking glass and a water cannon. Then jump onto the cannon and shoot water into the glass to fill it. Use Jean Grey’s telekinesis to pick up the glass and put it into the ring so that the Blob will come and drink it.

- Use telekinesis on the treadmill several times to make it go faster and faster until it breaks. Then assemble the pieces into a stove. Wait until the stove stops moving, then pick up the veggie plate that comes out and move it into the ring.

- Now hit the three cabinets behind the ring to reveal three plates of fruit. Use telekinesis to assemble them into a tiered platter and move it into the ring to finish the Blob’s meal and complete the level.

Wolverine (Cowl) Character Token

This Character Token is located in an upstairs room. Switch to Mister Fantastic and move through a grate to get to the room and then pick up the token.

Deadpool Brick (Minikit Detector)

Use the control pad next to Captain America to lower a punching bag that looks like Red Skull. When he punches it, a Deadpool brick is revealed.

Stan Lee in Peril

Select a character with magnetic power and lift the barbell off of Stan Lee to free him.

The Hubs

Stunt Show Surprise

Location: Circus Tent

Nightmare is ruining a day at the circus for the citizens of Manhattan. It is up to our heroes to put a stop to this mess so that the show can go on. Ghost Rider is in the area, so use him to help you.

Collectibles

Icon	No.	Item	Mode	Notes
	1	Mandarin	Free Play	Fly up to a small platform on the right side of the tent.
	2	Deadpool Brick (Attract Studs)	Free Play	Use magnetic power to break open a metallic cage.
	3	Stan Lee	Free Play	On the right side, use super senses, grappling, heat beam, and then telekinesis to get Stan Lee out of a magic hat.

Gold Brick Requirement: 100

True Believer Stud Requirement: 25,000

Story Characters

- Hawkeye
- Black Widow
- Iceman

Guide

- While you can't directly control Ghost Rider, you need him to cause damage to Nightmare. However, start by fighting off skeletons until a box appears to the right of the pool. Shoot the silver lock with one of Hawkeye's arrows to open it and reveal Nightmare. Then rush in and get a hit on him.
- Switch to Iceman and put out the flames by the box. Then assemble the pieces into a fishing pole for the Jack-in-the-box. After the sharks pull the box into the pool, freeze a puddle of water into a ramp that Ghost Rider uses to jump and hit the giant Nightmare illusion and knock the real Nightmare into a container.
- Break two small crates into pieces, assemble them into a bell and hammer game that then breaks into pieces on its own. Assemble these pieces into a trampoline and use it to jump up onto the platform on the left. Then shoot the shaking container to release Nightmare so you can punch him for some more damage.
- Put out more flames and assemble some pieces into another ramp for Ghost Rider to use to hit the illusion again.
- Use Iceman's cold beam to put out the flames on a large crate on the main floor of the arena. Assemble some pieces on the container into a grapple handle, then use Hawkeye's arrow to pull on the handle and open the crate to release Nightmare and a small car. As Black Widow, shoot at the car until it is destroyed.
- Assemble the pieces of the car into a cannon. Shoot at the target on the cannon to fire it and place arrow studs on the far side of the arena. Hawkeye can shoot arrows into these studs and then use the arrows as acrobat poles to swing up to the high platform. Then shoot an arrow at a grapple handle to create a climbing rope so that you can get up even higher.
- Fire explosive arrows at the silver teeth of the clown face to blow them up. Then jump on a pump to raise a ramp for Ghost Rider to make another jump at Nightmare. Now move in and punch Nightmare to defeat him and complete the level.

Mandarin (Film) Character Token

Select a flying character to get up onto a small platform on the right side of the arena where this Character Token is located.

Deadpool Brick (Attract Studs)

Switch to a character with magnetic power and use it to open a metallic blue cage at the back of the arena. A Deadpool brick is inside.

Stan Lee in Peril

Use super senses to locate a couple of grapple handles on the right side of the arena. Pull on the handles to reveal a golden wall. Destroy it with a heat beam and then assemble some pieces into a giant magic hat. Lift the hat up in the air with telekinesis and dump Stan Lee out just like a rabbit.

The Hubs

Reptilian Ruckus

Location: Reptopia

Lizard has taken up residence inside the Reptile House in Central Park. Our heroes must clean him out so it can be a home to real reptiles—not science experiments gone wrong.

Collectibles

Icon	No.	Item	Mode	Notes
	1	The Thing (FF)	Free Play	Open three hatches using heat beam, rockets, and telekinesis.
	2	Deadpool Brick (x8 Multiplier)	Free Play	Charge up a transformer, then use magnetic power to open a metallic container.
	3	Stan Lee	Free Play	Dig up a dig spot and then use Mister Fantastic to change into giant hands to free Stan.

Gold Brick Requirement: 125

True Believer Stud Requirement: 45,000

Story Characters

- Spider-Man

- The Thing

Guide

- Move along the right side and drop down to a lower area. Use Thing's super strength to break a building with a crack into pieces. Then use Spider-Man's supers senses to locate a grapple handle. Pull on it to break a crate and then continue breaking the remaining crates into pieces. Assemble all of these piece into a pump to get the water out of the moat.

- The Lizard is now vulnerable. Switch to the Thing and move in to attack the Lizard and cause some damage.

- Move to the back of the area and use super senses to detect some grapple handles. Shoot webs at them and then pull to release some pieces that you must assemble into green handles. Switch to the Thing and pull on the handles to pull open the glass barrier so that you can fight Reptile again.

- Follow Reptile into a greenhouse and use super senses to find some grapple handles. Pull on them with webs to break open a cage and then switch to the Thing to move in and attack Reptile to defeat him and complete the level.

The Thing (FF) Character Token

You must destroy three hatches to get this Token. The first is near the stairs where you start. Fire a heat beam at the golden hatch to destroy it. Then shoot rockets at the silver hatch to the left. After you drain the water, use telekinesis to open the final hatch and get the Character Token.

Deadpool Brick (x8 Multiplier)

Select a character with electric powers and charge up the transformer. Then switch to a character with magnetic powers to open a metal container that pops up in the garden bed to get the Deadpool brick.

Stan Lee in Peril

Once you get into the greenhouse, get a character that can dig to dig up some pieces at a dig spot. Assemble the pieces into a Fantastic 4 pad, then use Mister Fantastic. He turns into giant hands that release Stan Lee from a giant venus flytrap.

The Hubs

Stranger Danger

Location: Sanctum Sanctorum

Doctor Strange is trapped by Dormammu and our heroes must go in and save him.

Collectibles

Icon	No.	Item	Mode	Notes
	1	Invisible Woman (FF)	Free Play	Use rockets to destroy a silver lock on a cabinet at the back of the first room.
	2	Deadpool Brick (Fast Build)	Free Play	Go through a sand pit, use telekinesis to open a crate, assemble the pieces, and then pull on a grapple handle.
	3	Stan Lee	Free Play	Fly up through the ceiling of the bathroom and fire rockets the silver lock on the coffin.

Gold Brick Requirement: 150

True Believer Stud Requirement: 45,000

Story Characters

- Invisible Woman
- Human Torch
- Doctor Strange

Guide

- Use the Invisible Woman's telekinetic powers on a clock in the first room. Break it and use the pieces to make a handle to open the door on the left. Then move into the bathroom and use telekinesis to move a shower curtain where Dormammu is bathing.
- Break up the objects he throws at you, then assemble them into a toilet tank. Use telekinesis to pull on the chain to flush the toilet, then pick up the hammer that comes out with telekinesis and use it to break open the wooden boards on the wall. The use a heat beam to destroy the golden water heater.
- Follow Dormammu into a room on the right side of the building. Destroy a golden desk with a heat beam, then assemble the pieces into a piano. After it plays, the wall turns and reveals a handle. Pull on it to force Dormammu to leave the room.
- Go back to the first room and then climb some new stairs up to the attic. Use telekinesis to uncover a mirror where Doctor Strange is being held captive. You now have to destroy three golden orbs in the room. Find them and use the heat beam on them.
- Now you must defeat Dormammu. He has an energy beam that is dangerous. Use Doctor Strange or the Human Torch to shoot an energy or heat beam, then rush in and hit him to cause damage. Keep fighting until he is out of health to complete the level.

Invisible Woman (FF) Character Token

There is a cabinet with a silver lock on it at the back of the first room. Destroy it with rockets to get the Character Token.

Deadpool Brick (Fast Build)

In the attic, use a sand character to go through a sandpit into a secret room. The use telekinesis to open a chest. Break up some objects, then assemble the pieces into a tree with presents under it. Finally pull on a grapple handle to open a present and get a Deadpool brick.

Stan Lee in Peril

While you are in the bathroom, use super senses to locate a grapple handle up on the ceiling. Pull on it with a web to break open a hole in the ceiling. Fly up through a hole in the ceiling into an upper room. Fire rockets at the silver lock on the coffin to open it up and release Stan Lee.

The Hubs

The Thrill of the Chess

Location: The Raft

After destroying a gold and silver locks and using magnetic power to pull on two handles to get into the Raft, you must lead a couple of super villains into the prison to recover Magneto's chess set from Mysterio.

Collectibles

Icon	No.	Item	Mode	Notes
	1	Green Goblin (Ultimate)	Free Play	Use a claw switch to open a prison cell.
	2	Deadpool Brick (Token Detector)	Free Play	Use Venom to go through the symbiote on the left wall.
	3	Stan Lee	Free Play	Charge up a transformer to open Stan's cell.

Gold Brick Requirement: 175

True Believer Stud Requirement: 35,000

Story Characters

- Magneto

- Mystique

Guide

- In the first area, use Magneto's magnetic powers to get through two barriers made of metallic blue objects.
- As Mystique, press the use button to change into a disguise so that you can get past the security laser and into the elevator. Ride it to the upper level and destroy the controls next to the elevator to shut off the laser.
- Switch to Magneto and ride the elevator up. Move to the right and open the prison cell on the far right by using magnetic power. Then attack Mysterio to get in some hits before he teleports to another cell. Destroy all of the furniture in the cell and assemble the pieces into a lever. Pull on it to reveal a target down below.
- Get down to the lower level and use Mystique's weapons to shoot the target to open the cell, then rush in and attack Mysterio. After he leaves, use Magneto's power to turn a metallic blue wheel to burst open a cell on the second level.
- Assemble some pieces on the second level near the elevator into a lever. Then jump up and grab onto the lever to open the final cell. Attack Mysterio to defeat him and complete the level.

Green Goblin (Ultimate) Character Token

This token is locked up in a prison cell. You need to select a character who can activate the claw switch and open the door to get it.

Deadpool Brick (Token Detector)

Use Venom to go through the symbiote and into a room where the Deadpool brick is located.

Stan Lee in Peril

Stan Lee is locked up in one of the cells. Select a character with electric powers and charge up a transformer next to the cell to open the door and release the cameo king.

The Hubs

Bro-tunheim

Location: Jotunheim

After travelling through the portal in the Industrial District, you travel to Jotunheim where Thor and Loki must work together to defeat Malekith.

Gold Brick Requirement: 200

True Believer Stud Requirement: 30,000

Story Characters

- Thor

- Loki

Guide

- As Thor, fly up into the air and land on the upper ledge on the right. Break through the cracked stone to open up a cave below. Push the green lever around to open a frozen gate at the top of some stairs.

- Head up the stairs and fly up onto the tall black pillar to cause it to lower and another to raise. This allows Loki to get up to the a higher level, where he can use telekinesis on a winch to begin opening a gate.

- Break up some rocks in the front of the area in the center to reveal a pond. As Loki, freeze the water into a catapult and then use telekinesis to launch a projectile to create a ramp up to the upper level on the left.

- Move up the ramp and break some objects so that you can assemble the pieces into a heater and a transformer. Charge up Thor and transfer power to the transformer. It powers the heater, which melts the ice from a wall with a crack. After putting out the fire with Loki's cold beam, break the cracked wall. Then use telekinesis to make steps out of the wall so that you can get up higher.

- Jump up the steps and move to a winch. Use telekinesis on it to open the gate even further to bring on a final battle.

- Malekith arrives and begins attack along with his frost giants. Throw Thor's hammer at the rock on which Malekith is levitating. Hit it a few times to knock him down, then move in and punch him for some damage. Repeat this two more times to defeat Malekith and complete the level.

Thor (Classic) Character Token

Move to the right side near the start and use rockets to destroy some silver bricks. Then switch to a character that can dig up the dig spot to get the Character Token.

Deadpool Brick (Mini Characters)

The Deadpool brick is hidden in a cave with a mouth on the left side of the area at the back. Melt the ice covering the cave with a heat beam so that you can get the goods.

Stan Lee in Peril

Locate a large mouth at the back of the area on the right. Select a character with magnetic powers and use them to open the metallic mouth and free Stan Lee.

The Hubs

The Brick Apple?

Location: Liberty Island

After you have completed all of the 15 story level, you unlock the bonus mission located on Liberty Island. Just walk through the opening in the base of the Statue of Liberty to access it.

True Believer Stud Requirement: 1,000,000

Story Characters

- Galactus

- Doctor Doom

Guide

- The only objective in this bonus mission is to collect 1,000,000 studs. To do this, you have two of the most powerful super villains. Break pieces and assemble them together. Look for levers that you can turn and then use Galactus and his telekinetic power to manipulate or build things.

- Galactus can fly, so use him to get the blue and purple studs up high. Also destroy the pictures on the billboards to score some more studs.

- Assemble these four letters so they spell out “LEGO.”

- Destroy the small house and furniture on this little island, then have Doctor Doom use the control pad. This opens up a secret underground lab where you can destroy more objects for studs.

- Destroy the gold statues and then use telekinesis to raise three pillars that Doctor Doom can use to jump up to the roof of a building on the right side. Use the control pad to open a window and then pull on a lever to open a garage door below so that you can get the motorcycle.

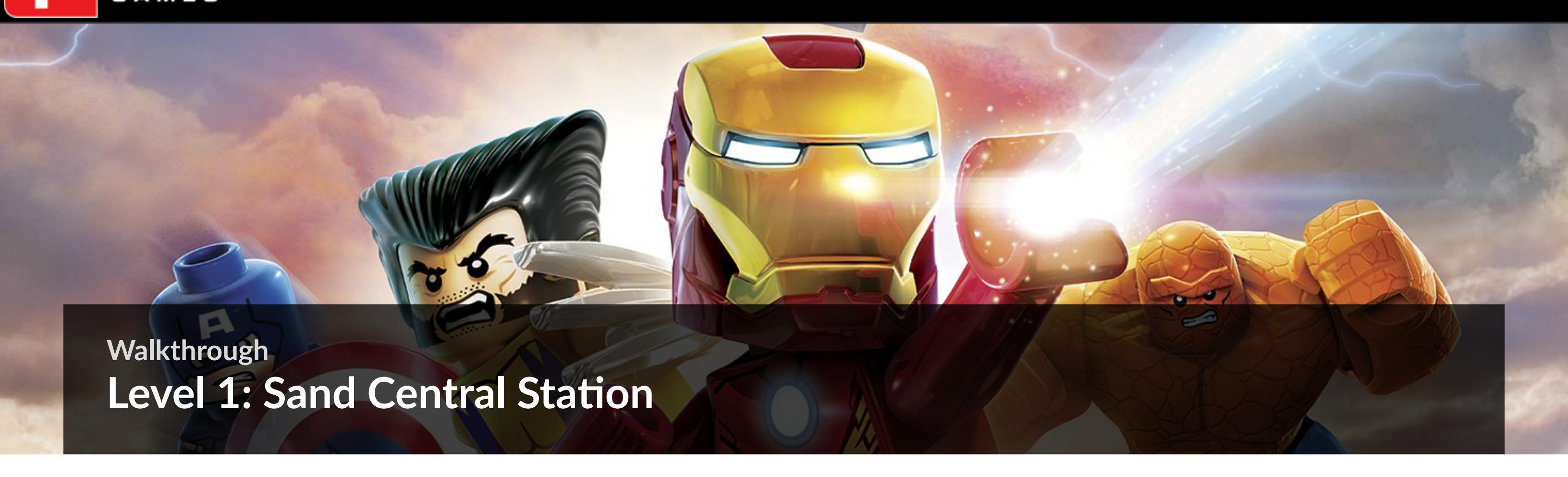
- Hop into the S.H.I.E.L.D. truck and drive around on the road to collect lots of blue studs and a few purple studs. Explore this level and once you get the million studs required, you unlock a couple of new characters.

Collectibles

Icon	No.	Item	Mode	Notes
	1	Moon Knight	Free Play	Build three posters around the office.
	2	Deadpool Brick (Ghost Studs)	Free Play	Use telekinesis to rearrange trophies in the office.
	3	Stan Lee	Free Play	Dig up a dig spot.

Collectibles

Icon	No.	Item	Mode	Notes
	1	Thor (Classic)	Free Play	Destroy some silver bricks, then dig up a dig spot near a cave.
	2	Deadpool Brick (Mini Characters)	Free Play	Melt the ice of a frozen cave with a heat beam.
	3	Stan Lee	Free Play	Open a metallic mouth at the back of the area with magnetic power to free Stan Lee.



Walkthrough

Level 1: Sand Central Station

Sandman and Abomination are holding some of New York City's VIPs hostage. They want some of the cosmic bricks that have fallen to Earth as a ransom. However, Iron Man and the Hulk have been sent by Nick Fury to stop them.

Story Collectibles

No.	Icon(s)	Mode	Notes
1	—	Story	Destroy the three mail boxes located along the sidewalks to either side of the roadway.
2	Stan Lee	Story	Destroy the vending machine on top of Stan Lee on the left, upper balcony in the terminal.

True Believer Stud Requirement: 70,000

Story Characters

- Iron Man
- The Hulk
- Spider-Man

Objective 1: Get to Grand Central Terminal

The hostages are being held inside the terminal. However, you have to fight your way through a barricade of cars and trucks to get to your destination. You will need to use the unique abilities of both Iron Man and the Hulk to succeed.

As Iron Man, press the jump button twice to take off and fly above the barricades. Hold down the attack button and move the reticle over targets. Iron Man can target several items at once. Then release the button to fire off a volley of rockets at all of your targets. Fly over the cars and target the two fire hydrants near the bus. Since they have silver tops, Iron man's rockets can destroy them. Blow up the fire hydrants to weaken the sand wall by the bus.

It is now the Hulk's turn. Switch to the Hulk by pressing the change character button. Fight your way through the barricade of cabs and enemies to get to the sand wall. The water from the hydrants has weakened it so green cracks appear. Walk up next to it and smash the wall by pressing the attack button.

By smashing the sand wall, you reveal two green handles. Press the use button to grab onto them. Then when the meter appears on the screen, push the use button rapidly to pull on the handles and clear away the bus so that you can continue. You can throw the section of bus you have picked up by pressing the attack button.

Minikit 1

Once the bus is out of the way, take some time to get the first minikit. As Iron Man, fly up into the air and then over to the left side of the area. There are a couple of mail boxes along the left sidewalk. Shoot them with your rockets to destroy them. Then fly over to the sidewalk on the right side and destroy a third mail box. After it is in pieces, pick up the minikit that appears.

Tip

There are several blue studs hidden behind the pillars along the sidewalk on the left side. Be sure to pick them up to help you achieve True Believer for this level.

A tanker truck is blocking your way now. Notice the silver color on the tank. This is a job for Iron Man. Target the silver part of the tank and fire off some rockets to blow it up—as well as any enemies in the area.

Now land and assemble the pieces on the ground into a couple of green handles by holding down the use/build button. You need to use Iron Man for this since the Hulk can't build—he only smashes.

Now you need some super strength. As Hulk, grab onto the green handles and pull to clear away the tanker truck. Throw the tank segment at some of the enemies.

Abomination is all that stands in your way. This job is best left to the Hulk. Move forward toward Abomination to start the fight. Rapidly press the buttons that appear on the screen to make your attacks on Abomination. Continue following the prompts to defeat this enemy.

Objective 2: Clear Out the Terminal

Sandman is at the opposite end of the terminal. You must fight your way through his minions and barriers to get to the opposite end of the terminal. Be sure to use the control pad near the start to save your progress.

Sandman has created out of sand a couple of giant hands that throw objects at you. You need to destroy them. As Hulk, grab onto the green handles on the large piece of rubble on the left side of the area. Then aim at one of the sand hands and press the attack button to throw the rubble at it. One hand down.

You need to create some more rubble to throw. Switch to Iron Man and fire rockets at the silver gates near the ticket booth on the right side.

Now as the Hulk, pull on the green handles that appear and pull out a section of the ticket booth to throw at the remaining hand and destroy it.

Tip

Fly up on top of the ticket booth as Iron Man. Land behind the signs to find lots of studs, including a couple of purple studs.

Stan Lee in Peril

Fly onto the balcony on the left side of the terminal and destroy the vending machine under which Stan Lee is stuck in order to free him.

As you advance through the terminal, Sandman sends a train car crashing through the building and his minions pour out. You need to defeat 24 of these enemies to make the train car turn back into loose sand so that you can continue. A good tactic is to fly up into the sky as Iron Man, target several enemies at once, and then let loose with volleys of rockets.

Sandman blocks your progress again—this time with a wall of sand. Fire rockets at the silver clock on top of the information booth to break it into pieces. Then land on the ground to the left of the booth and assemble the pieces into a water cannon. Press the button that appears on the screen to take control of the water cannon. Spray back and forth along the wall to weaken the sand until green cracks appear.

It is the Hulk's turn. Walk up to the wall and press the attack button to break down the sand wall and continue to the far end of the terminal.

Sandman next erects a large castle wall with a couple of cannons on top. It will take teamwork to break it down. As Iron Man, fire rockets at the silver scaffolding along the right side of the terminal. Then land and assemble the pieces into a large silver anvil with a pair of green handles.

Switch to the Hulk and pick up the large silver anvil. Take aim and throw the anvil atthe green cracks in the castle wall to break it down and force Sandman out of the terminal.

Objective 3: Defeat Sandman

As Sandman leaves the terminal in a vortex of sand and wind, Iron Man and Hulk are sucked out of window. Luckily Spider-Man is in the area to catch them and deposit them onto the rooftop of the terminal. Use the control pad on the right side of the starting area to save your progress.

Sandman is at the far end of the rooftop. Electrified rubble blocks your way, so you need to shut down the power. To get started, you must blow up the silver gate around a power generator on the left side of the rooftop. Iron Man's rockets will do the trick.

It is now Spider-Man's turn. Walk over by the generator on the left and your spider senses will starting tingling. Press the use button to reveal a grapple handle. Press the use button again to shoot out a web and then rapidly press the button to pull on the web to break the generator.

Head over to the right side of the rooftop and use your spider senses again to locate a wall that Spider-Man can climb with his special ability. Climb up the wall and then shoot a web at the grapple handle. Rapidly press the use button again to pull down the structure and break it into pieces. Then drop down to the rooftop and assemble the pieces into a large block.

It is time for some super strength, so get the green guy and grab onto the green handles on the large block. Rapidly press the use button to pull on the handles and then, when Hulk releases it, the block crashes into the second generator and breaks it, effectively shutting down the power.

Spidey's senses are tingling, so press the use button to locate a couple of grapple handles on the large A sign. Then press the use button again to launch a couple of webs at the handles and keep pushing the button to pull the sign down so that you can use it as a ramp to get to the next part of the rooftop.

Sandman is now throwing objects at you, so dodge them as you move toward a tower on the right side of the rooftop. Hold down the attack button to target a grapple handle on the tower and then release to shoot a web up to the handle.

You need to get the Hulk up onto the tower. However, he is too heavy to climb the web. Hold down the change character button to make the Hulk change into Bruce Banner. Climb up the web and then hold down the change character button again to turn back to the Hulk. Grab onto the green handles and then rapidly press the use button to pull back the handles before releasing and causing the handles to crash into the water tower and break it.

Transform back to Bruce Banner and assemble the pieces of the water tower into a water cannon. Then use the cannon to shoot water at Sandman to cause him to solidify.

After getting down from the tower, change back to the Hulk and move forward to attack the sand wall with the green cracks. This causes Sandman to loose control of his large, sandy, personage. However, he quickly forms back into the giant enemy.

Dodge more objects thrown at you by Sandman, then when one of these objects knocks the sand off an orange and gray platform on the left side of the rooftop, jump up on top of it. Now jump up into the air and then, while still in the air, press the attack button to do a ground pound attack and break up the platform.

Now you need to switch to Iron Man, or Spider-Man, and assemble the pieces into a cement mixer. At the same time, Sandman has sent his minions to attack you.

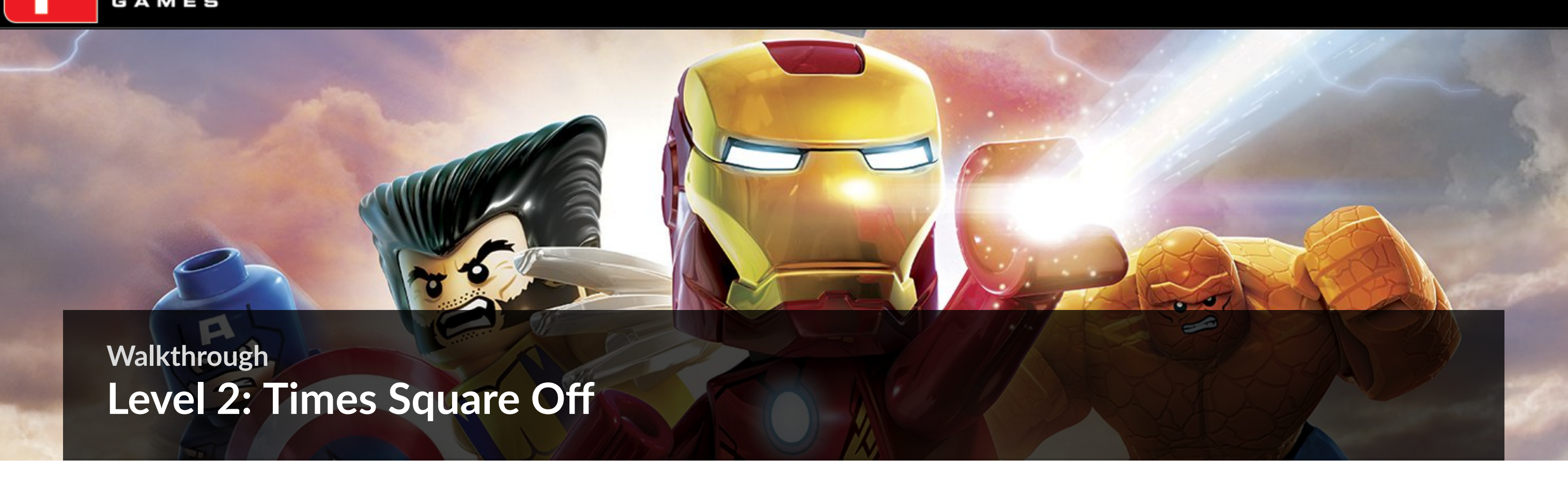
As the Hulk, pick up the cement mixer by grabbing the green handles. Then take aim at Sandman by holding down the attack button. Release the button when you are ready to throw the object at your giant enemy. While he is stunned, rush forward and hit the sand wall with the green cracks to inflict more damage on Sandman.

As Sandman reforms and begins attacking you with a giant sand hammer, a couple of control pads appear on the left and right sides of the rooftop. Both have covers that must be removed. Take Iron Man to the one on the right. Shoot the silver cover with rockets. Then move forward and pull the lever.

Spider-Man must go after the one on the left. Shoot a web at a grapple handle on the cover and pull on the web to remove the cover. Pull on the lever.

Use Spider-Man's senses to locate another grapple handle—this one on a tank to the right of the control pad. Press the use button to grab onto it with a web and then keep pressing the button to pull on the web to release the water in the tank, which shoots up at Sandman.

As Sandman falls down, switch to the Hulk and walk over to the sand wall with the green cracks. Press the attack button to hit the wall and finish off Sandman to complete the level.



Walkthrough

Level 2: Times Square Off

A cosmic brick has been taken to the Baxter Building for Dr. Richards—aka Mister Fantastic—to study. To help him, Nick Fury is sending Captain America.

Story Collectibles

No.	Icon(s)	Mode	Notes
1	–	Story	Hit the five garden boxes on the rooftops.

True Believer Stud Requirement: 170,000

Story Characters

- Captain America
- Mister Fantastic
- Spider-Man

Objective 1: Get into the Baxter Building

Captain America and Mister Fantastic start off on the helicarrier. Your first task is to get to the Baxter Building down in Manhattan. Follow the holographic studs to the edge of the helicarrier and then jump off the edge.

You must sky dive down to the Baxter Building. Maneuver so you move through the center of the stud rings to collect as many as possible. Since there is a crowd below, you need to land in the park across the street from the building.

The gate to the park is locked, so you must find someway out. As Mister Fantastic, attack the light pole by the gate. Then assemble the pieces into a grate. Step onto the grate and press the use button to move through the grate and emerge from another grate outside the park.

Break a satellite dish near the gate and assemble the pieces into a Fantastic 4 panel. Then walk onto the panel and press the use button. Mister Fantastic stretches into a bolt cutter and cuts the lock off the gate so that Captain America can leave the park.

The security system of the Baxter Building has locked down the front door. You need to get through the system to enter the building. As Captain America, throw your shield at the shield switch to lower a ladder.

Switch to Mister Fantastic and climb up the ladder to the ledge. Walk to the left. When you get to the blue pad, press the jump button once to jump into the air and a second time to glide across to the opposite ledge.

Since Mister Fantastic has the smart ability, use him to activate the control panel. Press the buttons that appear on the screen to begin unlocking the building.

As Captain America, move onto the pad in front of the door and press the use button to block the lasers with your shield. Then move the shield to direct the laser beam at the controls above the doorway to deactivate the security system and open the door. Head inside to see what locked down the building.

Objective 2: Follow Doctor Octopus onto the Roof

Doctor Octopus has stolen the cosmic brick and sends his octobots to attack you. Fight them off as either character. Clear out the lower central part of the lab, then work your way up the steps to the right, fighting as you go.

Assemble some pieces next to a small elevator into a Fantastic 4 pad. Then move Mister Fantastic onto the pad to change him into a screwdriver and remove the cover over a shield switch.

To activate the small elevator, switch to Captain America and throw the shield at the shield switch. Then climb onto the elevator and ride it up to the walkway. As you start to get close to Doc Ock, he starts a fire in the lab and then climbs out of the area, making his escape to the roof.

You need to get to the left side of the lab. Hold down the use button to use your shield to protect you from the flames as you move along the walkway.

You need Mister Fantastic on the left side of the lab as well. Assemble the pieces left behind when Doc Ock exited through the ceiling. Then move through the grate to join up with Captain America.

Hold down the attack button and target the grapple handle, then pull on the handle to open a hatch that breaks when it hits the floor. Assemble the pieces into a shield switch.

Throw the shield at the shield switch. This unlocks a power coupling. However, there is one more step to activate it.

Climb up the ladder and use Mister Fantastic's smart ability to activate the control panel. This sends the power coupling into the socket and causes a power beam generator to rise up.

Jump onto the red pad next to the power beam generator to activate the beam that you will need to harness to escape the lab.

While Mister Fantastic stays on the pad, move Captain America to the center of the lab. Assemble a shield pad and then stand on it while holding down the use button. Deflect the power beam to the two reflector dishes at the back of the lab until each is powered up.

The power brings up the Fantastivator. Take a seat on this elevator and ride it up out of the lab and onto the roof to continue pursuing Doctor Octopus and the cosmic brick.

Objective 3: Follow Doctor Octopus Across the Rooftops

The two heroes arrive on the rooftop, but Doc Ock has made his way across a series of rooftops. Drop down to the lower level of the roof and save your progress at the control panel.

You have to get across to the next rooftop. Select Mister Fantastic and move over to the blue pads and press the jump button twice to glide across to the other roof.

Minikit 1

While on the rooftops, look for glass-covered planter boxes. Hit them to close one of the glass panels and wait for the flowers inside to grow out of the box. There are five of these in this part of the level. Hit them all to get the minikit.

Target the grapple handle and pull on it break open a wall. Assemble the pieces into a ladder, then climb up the ladder to get into a small room.

Break a crate of pieces, then assemble these pieces into a push pad. Push against the green side of the pad to rotate the large satellite dish on the roof of the office.

Climb up the ladder to the upper level of the roof. Then jump up to grab onto the acrobat pole. As you are spinning around the pole, press the jump button to jump across to the next pole and continue until you reach the next rooftop.

Head down the stairs and throw the shield at the shield switch to turn off the fans on the roof's lower level.

With the fans off, Mister Fantastic can move to the grate. Move through the grate to get to another part of the roof.

Move up the stairs and break some pipes. Assemble the pieces into a Fantastic 4 pad. Then stand on it to change to a pump that pumps water into the tank and causes it to burst.

Climb up onto the water tower and assemble the pieces to make a zip line. Then jump up and ride the line down to another rooftop.

Doc Ock attacks one of the heroes, so take control of the other hero. Ride the zip line across to the other rooftop and then attack Doc Ock to get him to release your fellow hero. As Doc Ock leaves, he sends lots of octobots to attack. Defeat them all.

To continue following Doc Ock, you need to find a way across to another rooftop. Throw the shield at one of the supports at the bottom of the hotel sign. Then hit the second support to drop the sign across the gap so that you can use it as a bridge. Move across the sign to the next rooftop.

After fighting of more octobots, move to the rooftop's right side. Throw the shield at the brick holding up the ladder to lower it. Then climb up the ladder and enter the building through a broken window. Hold down the use button to use the shield to block the flames so you can get to the acrobat wall. Now jump back and forth to get to the top of the acrobat wall and the upper level of the roof.

Break up a blue fan on the rooftop, then assemble the pieces into a shield switch. Throw the shield at the switch to activate the elevator so that Mister Fantastic can join you on the rooftop.

Tip

Jump up onto the objects on the right side of the rooftop to get to the very top of the building, where you can pick up a purple stud.

Target the grapple handle and reach out to grab it and pull yourself up to the upper floor inside the building. Then enter the elevator and stand on the red pad to send the elevator up to the rooftop.

Move over to the blue pads and jump off the side of the building to glide across to the next building. Fight off some octobots and assemble pieces you find where you land to create a zip line so that Captain America can follow you across.

Clear out all of the octobots and have Captain America throw his shield at Doctor Octopus to get him off the sign. Switch back to Mister Fantastic and then move through a grate on the right side of the building to get to the top of the roof near the sign.

Target the grapple handle and then pull on it to make the large bugle fall to the roof and break.

Jump back down to the roof and assemble the pieces into a Fantastic 4 pad. Then use the pad to turn Mister Fantastic into a crane and wrecking ball to get Doctor Octopus.

Objective 3: Continue Pursuing Doctor Octopus Across the Rooftops

Doctor Octopus flees through the *Daily Bugle* building and continues his escape along the rooftops. However, Spider-Man has now joined your team. His web-slinging will come in handy. Be sure to use the control panel to save your progress in the game.

Tip

Before going after Doc Ock, move Mister Fantastic through a grate at the closest edge of the roof. This takes you to another grate in a greenhouse, where you can pick up several studs including a purple one. Then return through the grate to rejoin your fellow heroes.

To get to the next roof, you need to make a bridge. Target the grapple handle on the tower and hit it with some web. Then pull on the web to pull the tower down so that you can cross on it.

Move across the bridge and then use your spider senses to locate a wall that Spider-Man can climb. Climb up the wall to get to a higher part of the rooftop.

Use your spider senses again to find a couple of grapple handles. Press the use button to pull on them with your webs and activate a pair of fans below, which Captain America and Mister Fantastic can use to join you.

Break up some objects on the right side of the rooftop, then assemble the pieces into a control panel. Use these controls to open the gate to the next rooftop.

Fight off lots of octobots and collect the studs in the penthouse garden. Then walk over to the Fantastic 4 pad and use it to turn Mister Fantastic into rocket that hits the billboard.

Move Spider-Man by the edge of the building and press the use button to launch a couple of webs that grab onto grapple handles and pull the billboard down so that you can cross to the next building.

Fight off some more octobots, then follow Doc Ock past the rubble and through the hole he created in the building.

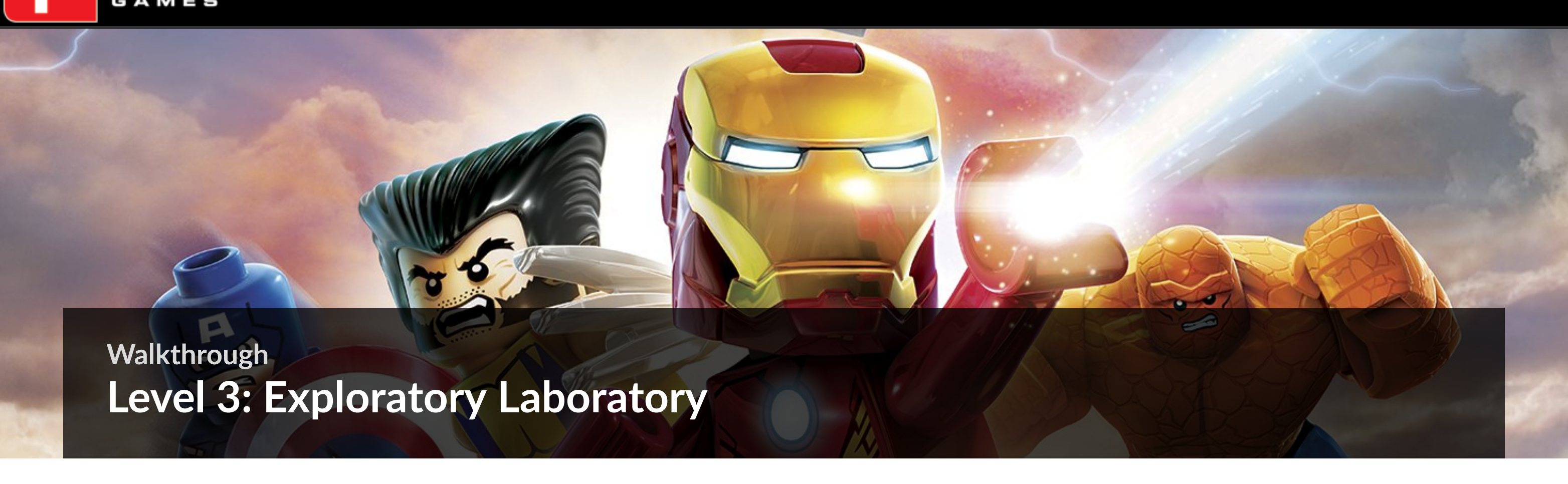
Objective 4: Defeat Doctor Octopus in Times Square

Doctor Octopus is finished running away from you. He is making a stand in Times Square. It ends here.

The key to winning this battle is to avoid Doc Ock as he attacks. Take on the octobots, but wait until one of Doc Ock's arms gets stuck in the concrete. Then move to the green icon on the ground and press the attack button to disassemble one of his legs. It does not matter which hero you use.

Keep using this same tactic until you have removed three of Doc Ock's legs. Then, when he has only one left, move in and punch him with a regular attack to finally defeat him and end the level.

Unfortunately, before you can recover the cosmic brick, Green Goblin swoops in and takes it away.



Walkthrough

Level 3: Exploratory Laboratory

The Green Goblin has taken the cosmic brick and was seen heading to Oscorp. While Captain America and Mister Fantastic have been recalled to the helicarrier, Nick Fury has sent Black Widow and Hawkeye to get the cosmic brick.

True Believer Stud Requirement: 100,000

Story Characters

- Black Widow
- Hawkeye
- Spiderman

Objective 1: Get to the Oscorp Building

Black Widow and Hawkeye start off in Times Square. Their first task is to get to the Oscorp building. However, the battle with Doctor Octopus has created a lot of damage that will require some clever thinking to get through.

While the Oscorp building is to the left, you have to go to the right at the start since there are downed power lines that will electrocute your heroes. Follow the holographic studs from the grandstands to the right side. Then target the silver border of the billboard behind the grandstands to blow it up.

As the billboard falls apart, there are some arrow plugs revealed. Shoot arrows into these, then use them as acrobatic poles to swing across the gap in the ground.

Get Black Widow across the poles to the left side of the area as well. Then jump up the acrobatic wall to get to the ledge at the top of the building.

At the top, go to the control panel and press the use button to activate it. Now you have to cut off the power. Move the cursor over each of the round knobs and press the use button to rotate them and turn off the power.

Back down on the ground, move past the power lines to a gate between two buildings. Fire an arrow at the gate, then pull on the rope to open the gate so that you can continue.

There is a security station outside the Oscorp building that closes if someone approaches. As Black Widow, press the use button to activate her invisibility ability. Then you can walk into the security station and pull the lever to shut down the security system and open the door. Enter the building to continue.

Objective 2: Follow the Green Goblin

The Green Goblin has been spotted. He is fleeing farther into the building and closing security doors behind him. Several scientists are in the building. Most will not bother you as long as you don't attack them.

Send Black Widow to the control panel and press the use button to activate it. Then you must select the colored circles in the correct order. Watch the bar of lights at the bottom since they will flash the order you must follow. Then move the cursor over each of the circles and press the use button to select them. Once you complete this mini puzzle, the door will open.

After going through the doorway, move to the right to a room where some scientists are working. Target the grapple handles and fire webs at them. Pull on the webs to release some parts.

Now fire an arrow at the silver container on the right side of the room to blow it up. Assemble all of the pieces on the ground into a security console next to a locked door.

Black Widow must then use her smart ability to get through the security console. It requires the same type of tactics that you used before. Watch the colors and then select the circles in the correct order.

As you move through the doorway, a large barrier drops down and blocks your path to the next room. Use your spider senses to locate a couple of grapple handles on the barrier. Then press the use button to fire webs at it and pull it down.

The Green Goblin starts throwing bombs as soon as you enter the large room. Move to avoid the bombs. Then target the enemy and fire webs at him. After one hit, he blows up the elevator and flies away.

Walk across the plank and use your spider senses to locate a wall that can be climbed by Spiderman. Climb up the wall and attack the cover in the middle of the walkway to reveal a lever. Pull on the lever to activate a ladder so that the other heroes can climb up to join you.

Shoot an arrow up at the silver cover above you. When it blows up, it reveals a grapple handle.

Target the grapple handle and shoot a web at it. Then climb up the web to get to an air duct. From there, shoot a web at another grapple handle on the left side and then pull the web to create a walkway up to the next floor.

Fight off the scientists that attack you. Then move through the corridor to the end. Use spider senses to detect a couple of grapple handles. Press the use button to fire webs and then pull the panel off the doorway.

Shoot an arrow up at the silver controls behind the panel on the doorway to blast your way through to the next part of the corridor.

A security system protects the next doorway. Activate Black Widow's invisibility to get past the laser scanner. Then jump up and grab onto the lever on the right side of the doorway to shut down the security.

Fire a web at the grapple handle to the left of the doorway and pull on it to open the doorway to the next area. There the Green Goblin activates a trap door and the three heroes fall down a shaft to a lower level.

Objective 3: Escape the Lower Level

The three heroes land down in an abandoned lab in a trash compactor. Fire an arrow at the silver box above you. After it blows up, break up an engine and then assemble the pieces into a ladder so that you can climb up to the walkway, where you can save your progress at the control pad.

As you move right toward the main walkway, symbiotic creatures rise from the floor and attack. Defeat them before they can hurt your heroes.

Fire a couple of arrows at the two silver supports holding up the Oscorp sign.

Use your spider senses to detect a couple of grapple handles. Press the use button to launch webs at them and pull on them. This drops some crates that you can jump onto to get to the ladder to the next walkway. There are some blue studs here and several enemies. Get them and climb up the ladder to the top walkway.

Tip

On the top walkway, there is a purple stud behind the cylinder on the left side. Be sure to get it to help you achieve True Believer for this level. Another purple stud is on the right side. Use Spiderman's web-slinging ability to get up high enough to get it.

You need to use the control panel on the upper walkway to rotate the cylinder.

After Black Widow rotates the cylinder, arrow plugs appear. Shoot arrows at each of these plugs so that the arrows act as acrobatic poles.

Activate your invisibility, then jump up onto the acrobatic pole arrow on the left side. Then leap from pole to pole to get to the platform on the right side of the cylinder. Pull down on the lever to cause a ladder to appear on the side of the cylinder so that you can climb out of the lab and continue to the next area.

Objective 4: Escape the Upper Level

As you arrive at the upper level of the laboratory, save your progress at the control pad and then head to the right. Be sure to pick up all the studs along the way. Several blue ones are on the floor. Destroy some crates as you go so that you can get to the far right of this area.

Locate a couple of grapple handles and press the use button to launch webs at them. Pull on the webs to activate a machine that shoots out pieces.

Assemble the pieces to form an arrow plug. Then shoot an arrow into the plug to create an acrobatic pole.

Jump up onto the pole and swing up to a platform on the right. Use the control panel to activate a puzzle. Move the cursor over the pieces and press the attack button to rotate each piece so that they create a continuous path for energy to flow through to power up the lab.

Move back through the lab toward the center. By activating the power, you also released a lot of enemies. Defeat them all before continuing on.

Tip

There are several studs along the ceiling of the lab. Swing around on webs to explore the area and get these studs, including a purple stud.

To open the large door to leave the lab, you need to have a character stand on each of the red pads in the small rooms to either side of the door. Once the large door opens, get read to fight some more enemies.

Destroy the crate, the sign on the left wall, and the hatch on the right wall in the corridor on the other side of the large doorway. Then assemble the pieces into a giant speaker.

Once it is completed, press the use button to launch a web and pull on a grapple handle to activate the speaker. The sound waves clear away the symbiotic goo so you can continue down the corridor.

Objective 5: Defeat Venom

Advance down the corridor of the symbiote lab. Be sure to save your progress at the checkpoint control pad. Continue through the corridor, defeating enemies that attack you along the way.

There are a couple of silver control panels in the area where the enemies emerged. Shoot arrows at the control panels to blow them up and reveal a couple of grapple handles.

Press the use button to launch webs at the grapple handles and pull on them to create an opening to the a large room.

Fight off the many enemies that attack. As you do, Venom knocks some pieces down to the ground. Clear out the area around the pieces and then assemble them into a giant boom box.

The sounds from the boom box stun Venom, allowing you to get in an attack and cause some damage to him.

Fight off more enemies, then, when a chamber at the back of the area opens, move in and pull on a lever to cause a flamethrower to rise up out of the floor.

Climb onto the flamethrower to take control of it. Fire it at Venom to stun him again. Then hit him to inflict more damage on the powerful enemy.

Keep fighting off the enemies that never seem to end. Eventually, Venom climbs onto a hanging object on the right side of the area. Use your spider senses to detect a couple of grapple handles. Shoot webs at them and pull on them to knock lots of pieces down to the floor.

Assemble the pieces into a large bell with a target on it. Fire an arrow at the target to ring the bell and stun Venom once again. Hit Venom for a third and final time to finally defeat him.

Unfortunately, by the time you have dealt with Venom, the Green Goblin has already made his escape.

Story Collectibles

No.	Icon(s)	Mode	Notes
None in story mode			

Walkthrough

Level 4: Rock Up at the Lock Up

There has been a break-in at the Raft, the high-security section of the prison on Ryker's Island. Nick Fury is sending Iron Man and Hulk to stop the intruders. However, one of the X-Men is already there.

Story Collectibles

No.	Icon(s)	Mode	Notes
1	–	Story	Destroy all five of the life preserver rings scattered through the first area on the Raft.
2		Story	Use Iron Man's rockets to destroy a silver object floating on a small boat near the Raft shoreline.

True Believer Stud Requirement: 150,000

Story Characters

- Iron Man
- The Hulk
- Wolverine

Objective 1: Get to Ryker's Island

Iron Man and Bruce Banner start off on the sidewalk near Stark Tower. They have to make their way through Manhattan to get to the dock where they can take a ferry to the Raft.

The minimap on the bottom left side of the screen has a line showing where you need to go. In addition, holographic studs appear on the screen to help guide you to your destination.

Tip

To get to the dock quicker, fly as Iron Man. It beats walking.

When you get to the dock, the ferry is out of commission. Therefore, fire some rockets at the silver container on top of the boat.

Once the ferry floats back up to the dock, the captain appears. He will take you to the Raft. However, you have to have a ticket. Follow the hologram up the stairs and to a small garage. Assemble some pieces into a ticket machine. Pick up the ticket it drops and then head back to the captain. After giving the ticket to the captain, climb aboard the ferry by pressing the button that appears on the screen and enjoy the ride to Ryker's Island prison.

Once you arrive, you need to change Bruce Banner into the Hulk. Then pull on the green handles to open a hatch.

Now fire some rockets at the silver controls behind the hatch to open the door so that you can enter the Raft and discover why someone would break *into* a prison.

Objective 2: Get into the Raft

Five life preserver rings are scattered about the first area at the Raft. Destroy all five of them to get a minikit.

When you arrive at the Raft, Wolverine meets up with you to bring your team up to a total of three heroes. As you approach the prison door, a lot of inmates come out and attack. Fight them off and then head down to the path to a small bridge. A wave washes it out, so Iron Man must fly to the other side, assemble some pieces into a push pad, and then push on the green side to turn a winch and pull the bridge back up so that the rest of your team can cross.

Get across the bridge and use Wolverine's digging ability to dig up the marked spot with his claws to reveal some pieces. Assemble the pieces into some green handles.

Pull on the green handles as the Hulk to break open a wall leading to an elevator lift.

Use Wolverine's senses to locate a wall that he can climb using his claws. Climb up the wall to get to the top of the elevator platform. Destroy some objects so that you can use the claw switch in the far right corner to activate the elevator.

Move Hulk onto the red pad on the elevator to get him up to the higher platform. However, when he gets to the top, an alarm sounds. Fight off the inmates that attack and use Iron Man's rockets to destroy four silver turrets that are firing on your heroes.

Minikit 2

A small boat floats in the water on the far right side of the area. Shoot at the silver object on this boat to get another minikit.

Once the turrets are destroyed and the lasers are down, move the Hulk to the left and pull on the green handles to break open the gate. Fight off the inmates that continue to come at you.

Use Wolverine's senses to detect a climbing wall. Climb up it to the top. Then jump and pull on a yellow lever to lower a ladder. Climb up the ladder and move to the right to attack the door with the yellow cracks on it to break it open.

Iron Man is the only hero on this mission smart enough to use the control pad that Wolverine has revealed. Use the control pad to start a puzzle. Move the green reticle over each of the four green bars on the large door to unlock it.

The main door into the Raft is now open. Fight your way through lots of inmates to get inside. Then attack the wall with the yellow cracks in it to break through to the next area.

Objective 3: Go to the Security Control Room

Now that you are inside the Raft, take a moment to save your progress and then advance up the stairs. One of the super villain inmates, the Leader, has surrounded himself with a telekinetic shield. Target any object you can inside the shield and then fire rockets at it to bring down the shield.

Move one of your heroes in close to attack the Leader. He will use his mental abilities to stun the hero. While he is doing this, move in and attack the Leader with another hero to defeat him.

Advance forward and to the right and use Wolverine's senses to detect a door with yellow cracks. Attack it to break it open and enter the building. Climb up a wall on the left side to get to the second floor and use the claw switch to open a gate.

Go through the gate and break some objects along the far right side of the area. Assemble the pieces into a control pad and use it to send a power surge that wakes up the Abomination in his cell.

Use Wolverine's senses to locate some green handles, then switch to the Hulk and pull on the handles to move the floor out from under Abomination.

Fly up into the air and use rockets to destroy a series of silver chains that lock two different doors. Enter the building and blow up some tanks. Assemble the pieces into a claw switch.

Climb up the chain to get to get onto a platform. Then crawl up a wall to get to the door Iron Man blasted open. Continue into the building and use the claw switch to open a large security door.

Go through the security door into the control room. Clear out the enemies, and then use the control pad to start a puzzle. Move the green reticle over each of the "?" icons to view security camera footage of the various cells. Then move to the door at the back of the control room. It opens and inmates rush out. Defeat them and then move through the doorway to continue to the next area.

Objective 4: Defeat Sabretooth on the Elevator

Sabretooth releases several super villains including Magneto. Using his powers of magnetism, Magneto removes Iron Man's armor and takes him out of the fight. As they pursue Magneto and Sabretooth, Wolverine and Hulk end up in a fight on an elevator. Save your progress at the control pad and then start fighting against the many inmates sent against you.

After a while, Magneto stops the elevator and lifts Sabretooth up on a platform. Assemble some pieces that appear on the elevator into an object with green handles.

Pick up the object with the green handles and aim at Sabretooth before throwing it at him. You then have to fight more inmates before Magneto lifts Sabretooth up again. Use the same tactics to hit him three times to end the fight.

Objective 5: Defeat Abomination—Again

You know how to fight against Abomination. You need to blind him with search lights so Hulk can get in close for an attack. Save your progress at the control pad. Then move to the right side of the area and use Wolverine's super senses to detect a cracked wall. Switch to Hulk and pick up a rock by holding down the use button, and throw it at the crack. Select Wolverine, assemble the pieces that fall into a pile of bouncy tires, and then jump up onto the tires. Hold down the jump button to jump up to a higher platform.

Jump up an acrobat wall to get to a search light and take control of it. Shine the light on the Abomination to blind him in its glare.

Now attack Abomination by pressing the buttons that appear on the screen. Keep fighting until you beat him for the first round.

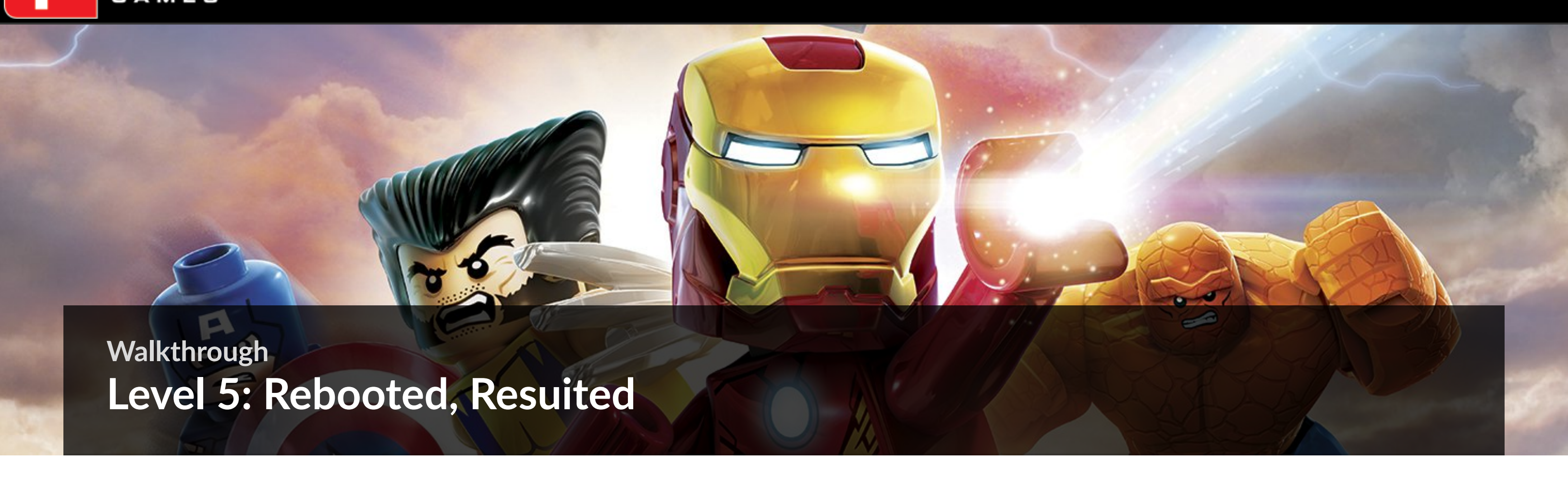
Locate a dig spot and claw up some pieces that you can assemble into a ladder. Climb the ladder to a ledge and move to the right to a wall that Wolverine can climb.

Use the claw switch to activate a second spotlight and shine it at Abomination once again. Then move in and fight him with the Hulk to win round 2.

After Sabretooth destroys the second spotlight, Wolverine ends up on the ground. Climb the ladder again and move to the left. Ride the elevator up to the top and get off. Then jump up onto an acrobat pole and swing around to a second pole to get to a higher platform.

Fight off some enemies and break a pile of objects. Then assemble the piece into a claw switch. Use it to activate the third spotlight.

Hulk must now fight Abomination for a third round. Again, follow the prompts on the screen to beat him and finish the level.



Walkthrough

Level 5: Rebooted, Resuited

Since Magneto wrecked Tony Stark's Mk 6 Iron Man armor, Tony needs to get back to Stark Tower to get another set of armor. Captain America is sent to accompany him.

Story Collectibles

No.	Icon(s)	Mode	Notes
1		Story	Fly off the side of the platform at the top of Stark Tower to pick up this minikit.

True Believer Stud Requirement: 95,000

Story Characters

- Captain America
- Tony Stark
- Iron Man Mk 1
- Iron Man Mk 42

Objective 1: Get to Stark Tower

Since your mission at the Raft is complete, you need to get off Ryker's Island and back to Manhattan. Climb aboard the ferry and ride it back to the dock on Manhattan.

Follow the hologram up the steps. Although you can walk all the way to Stark Tower, it is a lot faster to ride. Walk up next to a taxi or other car and press the button that appears above it to take the car for official super hero business. Follow the hologram down the streets to get to your destination.

Once you arrive, the door to the tower is locked. Throw the shield at the "A" on the sign to reveal a shield switch. Throw the shield again at the switch to open the door.

Now you need to access a control panel using Iron Man. Move the cursor over the arrow knobs and press the button to rotate the knobs and let the power flow from one side of the screen to the other. This unlocks the entrance.

Objective 2: Get the Iron Man Mk 1 Armor

Someone has hacked into the Stark Tower security system and it is preventing you from continuing into the tower. Throw the shield at the covering above the first garage bay to reveal a shield switch, and then throw it again to activate the switch.

The door of the garage bay lifts up out of the way. Enter and break up all the computers and machinery until all that is left are pieces. Then assemble the pieces into a new control pad.

Use the control pad to bring up a display. There are three power readings. Move the cursor over each and press a button to shut down that power source. Once all three are shut down, you have completed the task.

The control panel did not shut down the force fields in the garage. Instead, it powers them down temporarily. This gives you a chance to move both heroes across the garage to the far side. Wait until a field goes down and then quickly move past it before it comes back up.

As you get past the final force field, a large laser cannon rises up from the floor. Move to the Captain America pad and press the use button to block the beam with your shield. Turn and redirect the laser beam back at the cannon to destroy it. Then assemble the pieces of the cannon into another control pad.

Use the control pad to activate a key card. Of course, since it is Tony Stark, the key card is actually a remote control flying object. It rises up from the floor in a closed room. Move it around like you would a flying character. Rise up from the floor and fly it through the narrow opening in the glass wall. Then fly it to the right and land it on the pad along the wall near the suits of armor.

Now that the armor is unlocked, move to the right and stand in the targeted area on the floor. Press the use button to put on the Iron Man Mk 1 armor, the suit that started it all. This armor is not as fancy as the Mk 6 you are used to, but it is not networked to the computer system that has been hacked.

Move to the left and use Iron Man's rockets to destroy the silver cage above a garage bay.

Throw a shield at the shield switch to open the door of the bay. Now fight off all the enemies inside the bay.

Once the bay is clear, move both heroes to the elevator at the back of the bay to ride it up to the next area.

Objective 3: Get the Iron Man Mk 42 Armor

The elevator takes you into the tower where several enemies are waiting. Save your progress and then fight off the enemies.

Move to a switch in a hallway along the back wall and pull it to cause a control pad to appear. Then move to the control pad and use it to move a robotic platform that takes Captain America across to another hallway.

Press the use button to block the flames so that Captain America can move across them unharmed. Then destroy a console on the right side of the hallway to shut off an energy barrier so that you can exit the hallway and shut down a force field barrier at the bottom of the stairs.

Head up the stairs and to the right to battle against several more enemies. Defeat them all, then fire rockets at the silver locking clamps on the door along the back wall.

Exit the door and jump up onto the acrobatic pole. Swing around on it and jump to a second pole before landing on the higher walkway. Continue to the right defeating enemies as you go. Then come back inside and jump up to grab onto a large lever to the left of the doorway to activate an air jet so that Iron Man can get up onto the higher walkway as well.

Move over to the air jet on the right side and target the silver panel at the back of the chamber to destroy it with rockets. This shuts down the air jet so you can drop down to the lower level and continue to the right.

Defeat the many enemies in the large lab room, then move to the far right side. Target the silver locking clamps on the door to blow them up with rockets.

There is no elevator in the shaft, so you must jump up the acrobat wall. This can be tough since you are not going all the way to the top. Instead, jump to the right and then, when you jump to the left, go through the open doorway to get to the upper walkway.

Push the green lever to rotate the controls of the tall machine and reveal the circuity below.

Take aim at the silver circuitry and destroy it with a volley of rockets. This deactivates the beam barriers in front of the stairs and activates a couple of laser beams.

Move onto the Captain America pad, and press the use button to deflect the beams with the shield. Guide the beams to the rectangular pads to either side of the large door. Hold it there until each pad charges up. Then the beams deactivate and the door opens.

Tip

Before moving through the large doorway, go into the small room on the right. Out of your view is a purple stud. Be sure to grab it to help you achieve True Believer for this level.

As you walk through the large doorway, a laser cannon rolls out in the hallway in front of you and opens fire. Hold down the use button to block it with your shield. Then walk to the Captain America pad and use the shield to deflect the laser beam back at the cannon to destroy it.

Assemble the pieces of the cannon into levers at the far end of the hallway. Then use each of your heroes to pull on one of the levers at the same time to open another large door.

After entering the main control room, defeat all the enemies and then throw the shield at the two shield switches to activate a couple of power beams. Then move onto the Captain America pad and deflect one of the beams at the power cell on the right. This gives Tony Stark control of JARVIS and his computer network again.

Move to the middle of the room and stand on the target. Press the use button to swap out the Mk 1 armor for the newer Mk 42 armor.

The Mk 42 armor has a fire weapon that you can use to cut through the gold wall at the back of the room. Press the use button and move the beam around to cut a hole in the wall. Then go through the hole to the next area.

Objective 4: Defeat Mandarin and Aldrich Killian

Minikit 1

Fly up from the platform and along the left side of the walkway to find a minikit.

Your heroes are attacked by a large group of enemies. Defeat all of them to clear the helipad on top of Stark Tower.

When the enemies are gone, Mandarin and Aldrich Killian appear. Mandarin stuns one of your heroes, so use the other hero to attack Mandarin. Once he disappears, attack Aldrich Killian and inflict some damage on him.

Fight off another wave of enemies and then use the same tactic to hit Mandarin with your hero who's not stunned, and then damage Killian. Then do the same thing a third time to finally defeat Aldrich Killian.

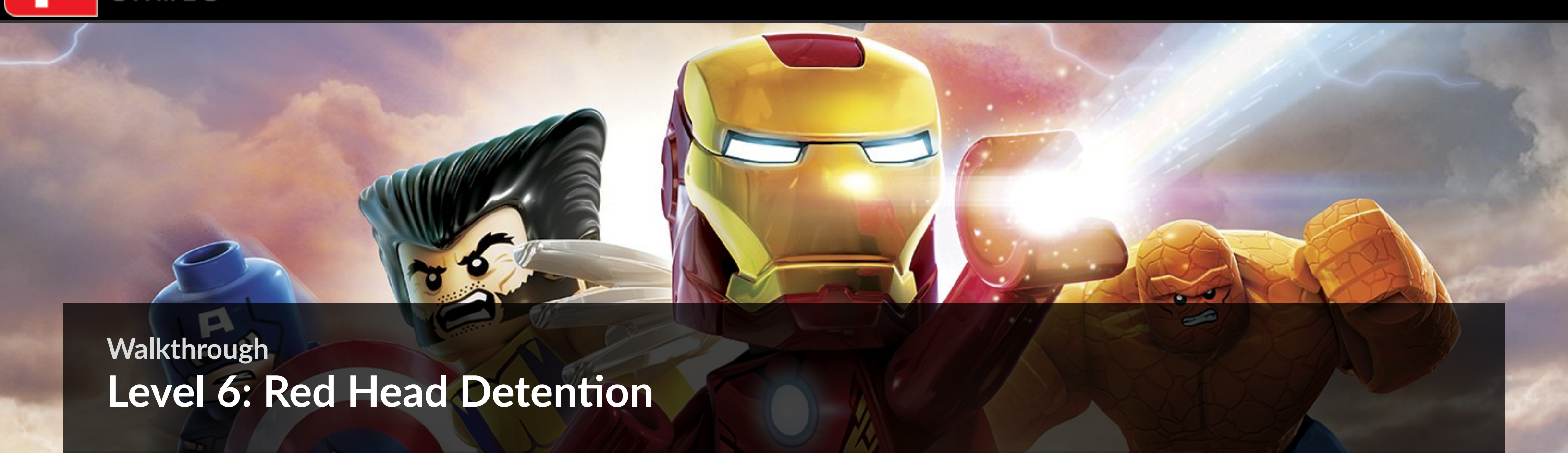
Mandarin puts on the Hulkbuster armor. However, before you can engage him, you need to defeat 40 enemies on the helipad. Focus on these enemies while avoiding taking damage from Mandarin in the armor.

Now you can start attacking Mandarin. A health bar appears over the armor. Keeping hitting him with rockets or the shield to inflict damage on the armor.

JARVIS eventually takes control of the rest of the Iron Man armor suits and sends them to help you attack the Mandarin. Keep hitting him to empty his health bar.

As the armor suits are destroyed, their pieces fall down to the helipad. Assemble the pieces into an object with a shield switch. Throw the shield at it to power up the object and drain the power from the Mandarin's armor.

Use the fire weapon to attack the gold hatch on the back of the armor. Once it is open, Mandarin is finally defeated and the level is complete.



Level 6: Red Head Detention

Loki stole the arc reactor from Stark Tower. Now you need to get it back before the villains can uses its power for something dangerous.

Story Collectibles

No.	Icon(s)	Mode	Notes
1	—	Story	Destroy the three black spiders in the first area of the underground base.
2	—	Story	Use the Human Torch's flame attack to destroy the five golden Hydra statues in the main Hydra base area.
3	—	Story	Destroy the four flags in the four corners of the Portal Room.
4	Stan Lee	Story	He is in the main Hydra base. Use the Human Torch to fly up and destroy the rotating wheels next to him to free him.

True Believer Stud Requirement: 95,000

Story Characters

- Black Widow
- Hawkeye
- Human Torch
- Captain America

Objective 1: Follow the Tracking Signal to the Arc Reactor

You start out with Black Widow and Hawkeye on the helicarrier. Follow the hologram to the edge and jump down into Manhattan. Try to collect as many studs on the way down before you land in Little Italy.

Get a car and follow the hologram through the streets of New York to get to a dock. You need to press the use button to turn invisible to get past the security laser. Move into the little hut and pull the lever to open the door. However, it is the wrong spot. Head back to the car and follow new directions to the Empire State Building.

When you arrive, shoot an arrow at the grapple handle on a sign above the door and then press the button that appears on the screen to pull on the rope. Shoot another arrow at the arrow plug. Then assemble the pieces on the ground into a trampoline. Jump on it to get to the arrow, which acts as an acrobatic pole. This causes the sign to rotate down and the storefront raises, revealing a secret entrance into an underground area. Walk inside to continue.

Objective 2: Find the Entrance to the Hydra Base

Security lasers sweep the walkway at the entrance to the underground Hydra base. Activate Black Widow's invisibility and move along the walkway to the elevator.

Enter the elevator and step on the red pad to activate it. Ride the elevator to the top and then exit. Move to the left and jump up the acrobat wall. Then shoot the control panels and destroy them to shut off the power to the security system so that Hawkeye can use the elevator.

Minikit 1

Three black spiders that hang down from webs in this area. Two are to the left of the elevator on the top and bottom walkways. The third is to the right of the large doorway at the end of this area. Be sure to shoot them to get the minikit.

Assemble the pieces on the walkway by the elevator into a lever. Then jump up and pull down on the lever.

While Black Widow is holding down the lever, take aim at the silver machinery that is uncovered in the middle of the rotating platforms and fire an explosive arrow to blow it up. This stops the platforms so that you can move across them to the right.

Destroy all the crates on the right side of the platform in front of the large doorway. Then assemble the pieces into a control pad.

Use the control pad to restore power to the door. Move the cursor over the four different circuits and rotate them to create a complete connection. Once the door is open, advance into the Hydra base.

Objective 3: Advance through the Control Area

Minikit 2

Five gold Hydra statues scattered through this area. Use the Human Torch's heat beam attacks to destroy all five to get another minikit.

Stan Lee in Peril

Stan Lee is being held captive near the ceiling on far left side of this area. The Human Torch must fly up to this location and destroy the two rotating wheels on either side of Stan to free him and complete this task.

Save your progress. Then fight off the Hydra soldiers in the base and make your way toward the back, where a gold wall is located. Use the heat beam to cut though this wall so that a control station can deploy.

Use the control pad and then watch the screen. It will show you a pattern you must create at each of the fan junctions along the track. Move the cursor to each of the four corners and rotate the reflectors so that the beams form the pattern shown. When you complete the pattern, a piece of track rises up so the vehicle can continue to the end of the track. Once there it deploys a bridge that you will need to use.

Move to the left from the control station, climb some stairs, then head back to the right across the new bridge. Use one of your heroes to pull on a lever to activate an elevator which your team can use to get up to a walkway.

Follow the walkway up toward the control room. Activate Black Widow's invisibility to get past the security laser. Once inside the control room, destroy the power generators along the back wall to shut down the security system so that the rest of the team can enter the room.

The door on the right side of the control room opens. Move through it and shoot an arrow at the grapple handle to create a rope swing. Jump across to the rope and then onto the walkway on the left side. The jump up onto another rope to the right and hold on.

Use the control pad near where Hawkeye is hanging from the rope. A large gear overhead begins to rotate and carries Hawkeye to the walkway on the right side.

Fight off the Hydra soldiers on this side of the area, then fire an arrow at the grapple handle. Pull on the rope to open a compartment. Jump up and grab onto the lever in the compartment to reveal a golden sphere.

Destroy the golden sphere with your heat beam to reveal an arrow plug.

Shoot the arrow plug with an arrow to make two acrobat poles extend from the wall.

Swing across the acrobatic poles to get to the walkway on the right side, where the rest of your team is waiting.

Activate invisibility and sneak past the large laser cannon positioned over the walkway. Continue to the right and wait for a cog of a large gear to move into position at the end of the walkway. Jump onto the cog and ride it across to where the walkway continues. Keep going to reach a lever to the right of the flaming power core. Pull on the lever to shut down the security system.

Advance along the walkway and across the gear cog to get to the door on the far right side of the area. Shoot an arrow at the grapple handle. Pull on the rope to open the door. Fight off the Hydra soldiers that emerge, then go through the door to get to the next area.

Objective 4: Advance through the Missile Room

Use the control pad to save your progress, then cut through the gold wall with the heat beam. Climb up the ladder and defeat the Hydra soldiers that attack you.

Fire some explosive arrows at the silver machine to the right of the ladder to blow it up. Then assemble the pieces into an acrobat wall.

Jump up the acrobat wall to get to the upper walkway. Activate your invisibility and move along the walkway, fighting Hydra solders as you go. Sneak past the two large laser cannons and then continue to the left to the control pad. Use the controls to cause the laser cannons to destroy one another.

A couple of Hydra soldiers block the doorway out of the missile room. They are wearing gold armor that protects them from normal attacks. Use the heat beam to melt through their armor and then defeat them like any other enemy. Then move through the doorway to the next area.

Objective 5: Defeat Red Skull

Minikit 3

Destroy the four flags located in this area. They can be found in each of the four corners of the Portal Room.

Hawkeye and Black Widow have been stunned and tied up. However, Captain America has shown up to help out. Save your progress and then press the use button so that Captain America can block attacks with his shield. Advance toward Red Skull and when you are close, attack him to inflict some damage.

After Red Skull takes a hit, Arnim Zola activates a couple of laser cannons. To destroy them, you need to reveal a couple of gold doors. Move to the cannon in the front right of the room and pull a lever to reveal one door.

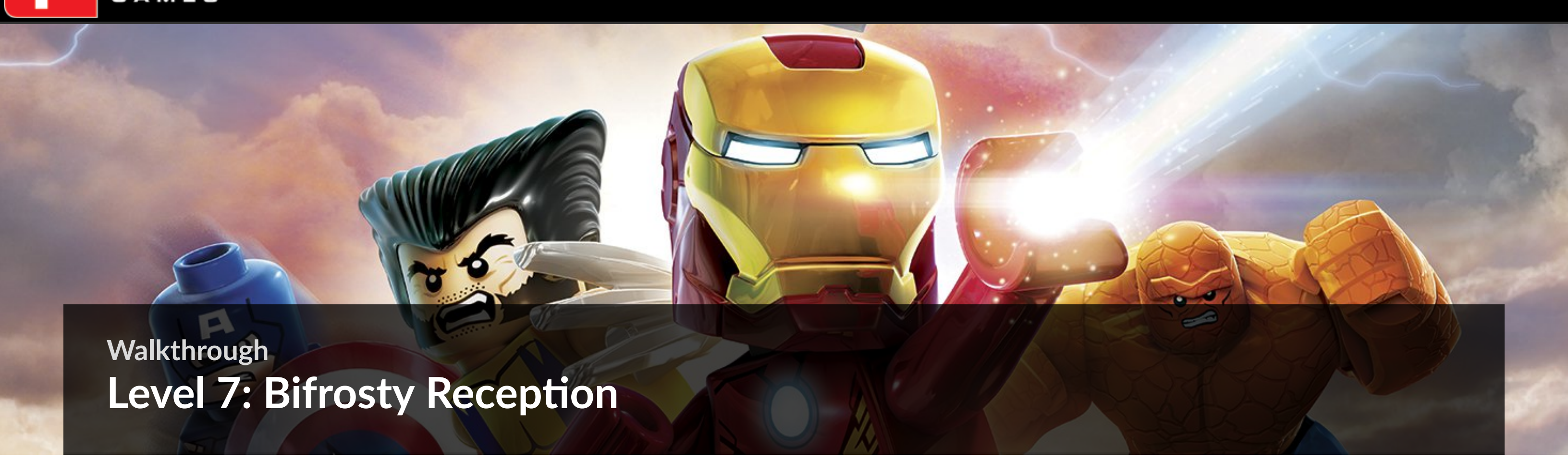
Move to the middle of the left side of the room and assemble some pieces into a shield switch. Throw the shield at the switch to reveal a second gold door.

Now cut through the gold doors with the fire beam to expose the power supply. Destroy the power supply to shut down the cannon. Repeat this same tactic for the second laser cannon.

Red Skull returns to the floor of the room and continues attacking. Once again, use your shield to block his bullets so that you can get in close and attack him to inflict more damage.

Arnim Zola activates the remaining two laser cannons. Use the same method as before to reveal the gold doors and then destroy the power supplies to deactivate both cannons.

Use your shield to get in close to Red Skull one more time for a final attack that defeats him and completes the level.



Walkthrough

Level 7: Bifrosty Reception

Loki has jumped through a vortex in the Hydra base and fled to Asgard. There is only one person that can help you get to Asgard to retrieve the Tesseract—Thor.

Story Collectibles

No.	Icon(s)	Mode	Notes
1		Story	As you are near the end of the vortex leading to Asgard, pick up the minikit that is on the lower half of the tunnel.
2		Story	Melt the ice around the statue in the Observatory, then look behind it to find the minikit.
3	–	Story	Melt the ice surrounding three flowers in Asgard City to get this minikit.
4		Story	Destroy a tree in a circle of grass surrounded by ice. Then use Wolverine to dig up pieces that can be assembled into a minikit.
5	–	Story	Destroy three gold statues in the Throne Room with the Human Torch's fire beam to get this minikit.

True Believer Stud Requirement: 95,000

Story Characters

- Captain America
- Human Torch
- Wolverine
- Thor

Objective 1: Find Thor and Travel to Asgard

Captain America and the Human Torch exit the Hydra base and return to the streets of Manhattan. Follow the hologram through the streets of Manhattan, past Times Square, and to the Industrial District.

Thor is waiting for you near the docks. Once you arrive, he opens a vortex with his hammer and takes your team all the way to Asgard.

The trip through the vortex is similar to skydiving down from the helicarrier. Maneuver around to pick up as many studs as you can. At the same time, dodge objects in the vortex since you take damage if you hit them.

Minikit 1

As you approach the end of the vortex, move your hero down toward the bottom so that you can be sure to pick up the minikit as you rush by.

Objective 2: Find a Way out of the Observatory

Your team is stuck inside the Observatory. You need to find a way out. Use the heat of the Human Torch to melt the ice from around the statue in the middle of the room. Then assemble some pieces at the foot of the steps into an electric transformer. Meanwhile, you must fight off the frost giants that attack you.

Hold down the use button to charge up Thor's hammer with energy. Then press the attack button to transfer that energy to the transformer. The resulting lightning that shoots out of the statue opens the door of the Observatory.

Minikit 2

After melting the ice, move behind the statue to find a minikit. You find a purple stud there as a bonus.

Now that the door is opened, exit the Observatory and begin advancing along the bridge. Your first task is to defeat 20 frost giants. Don't worry about having to find them—as you move along the bridge, they will come at you.

You approach the gate at the end of the bridge and Loki is there waiting. He traps one of your heroes. Switch to another hero and move in to attack Loki while he is occupied. After you get in a hit, Loki vanishes to fight another day—or later today.

When he first arrived on the bridge, Loki froze the gate shut in a wall of ice. Melt away the ice with a heat beam.

The gate is still locked, so hold down the attack button and then target the cracks on the gate. Release the button to make Thor throw his hammer to break open the gate. Move to the next area.

Objective 3: Advance through the City

As you reach the entrance to the city, save your progress and fight off some frost giants. Loki has iced the stairs, so you need to send a flying hero to attack him. Loki traps the first hero, so use your second flying hero to get in close for an attack. After hitting him, he breaks down some pillars and then disappears.

Assemble the pieces from the pillars into a walkway that rolls out over the icy steps so that the rest of your team can join you.

Minikit 3

Use the heat beam to melt three pieces of ice, each of which holds a large flower. The heat causes the flowers to bloom. Once all three flowers are free from the ice, you collect a minikit.

Use Wolverine's senses to find a climbing wall on the right side of the entrance. Climb up it and then use a claw switch to open the door of the round room below the switch.

Move your team inside the room, then power up Thor by pressing the use button. Push the attack button to then transfer the power to the transformer to open the other door in the room. Now your team can continue into Asgard City.

Move to the right and fight off some frost giants. Destroy the gold statue with your heat beam. Then assemble the pieces into a shield switch.

Throw the shield at the shield switch to make a lever rise from the ground. Push on the green side of the lever to cause a flight of stairs to appear. Move your team up to the next area.

Loki appears again with some frost giants. Fight them off and when Loki traps one of your heroes, switch to another and get in for an attack to make him disappear again.

Minikit 4

Destroy a tree in a circle of grass surrounded by ice. Then use Wolverine to dig up the dig spot to retrieve some pieces that you must assemble into another minikit.

Use Wolverine's senses to find a dig spot. Dig it up to find some pieces. Assemble them into a claw switch and then use the switch to reveal a power transformer atop an elevator.

Fly up to the top of the elevator, charge up with lightning, and then transfer the power to the transformer to activate the elevator.

Ride the elevator up to the upper level and use Wolverine's senses to detect a crack in the large statue on the right.

Aim at the crack on the statue, hold down the use button, and then throw your hammer at the statue to knock it down and break it into pieces.

Destroy the head of the statue with the heat beam. Then assemble the pieces to create a fountain. The water from the fountain causes several plants to grow, including a couple of large flowers.

Jump onto the large flowers and hold down the jump button to bounce higher to get up to the doorway on the right side. It leads into a large room. Loki was last seen entering this room and you need to go after him.

Inside the room, Loki has created several illusions of himself. Wolverine's senses can be used to find out which Loki is the real one. Then move in to attack. While Loki traps one hero, move in and attack with another.

After you hit Loki, he breaks up the chandelier and drops pieces on the ground before disappearing. Assemble the pieces into a shield switch and then throw your shield at it to open the large door to the next area.

Objective 4: Defeat Loki

As you enter the throne room, Loki activates the Destroyer—a giant robotlike machine that he controls and orders to attack you. Save your progress and fight off the frost giants while dodging the fireballs that the Destroyer launches at you.

As the Human Torch, melt the ice around clusters of pieces on the ground and assemble them into a Captain America pad. Then stand on the pad and deflect the flame beam back at Loki to damage him.

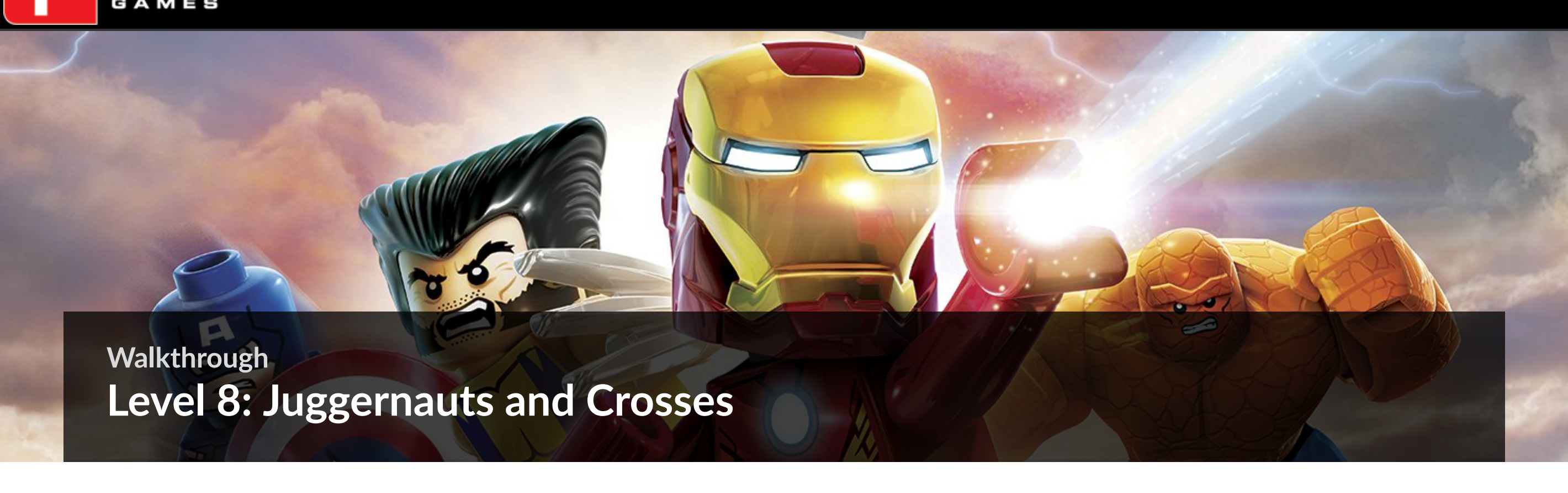
While Loki is stunned, move in and attack the Destroyer. Stand on the target by the Destroyer and press the attack button.

Dodge more fire attacks by the Destroyer once Loki recovers. Melt more frozen clusters of pieces on the ground and again assemble them into a Captain America pad. Deflect the fire beam at Loki with the shield, and then send in Thor to attack the Destroyer for a second time. Repeat the tactic for a third time to finally defeat the Destroyer.

Minikit 5

Three gold statues are in the Throne Room. After you defeat the Destroyer, use the fire beam to destroy each of these statues to get the minikit.

Loki creates more duplicates of himself again. Wolverine can sense the real one. Then rush forward to attack him. When Loki traps your hero, switch to another hero and hit Loki to finally defeat him, get the Tesseract, and complete the level.



Walkthrough

Level 8: Juggernauts and Crosses

Wolverine takes the Tesseract from Asgard to the X Mansion. However, this causes Magneto and his Brotherhood of Mutants to attack the X-Men's home to try to steal it.

Story Collectibles

No.	Icon(s)	Mode	Notes
1		Story	Melt the gold lock on the right side of the foyer with Cyclops's optic blast, then assemble the pieces.
2	—	Story	Destroy the five gargoyles in the yard.
3	—	Story	Destroy the four computer terminals in the hangar.

True Believer Stud Requirement: 110,000

Story Characters

- Cyclops
- Jean Grey
- Storm
- Iceman
- Beast

Objective 1: Get inside the X Mansion

Cyclops and Jean Grey begin in the yard outside of the X Mansion. They need to get past the flames and into the mansion. Follow the hologram across the lawn and up the stairs.

Approach the hole in the wall and get close enough to use mind control on Stan Lee by pressing the use button. While controlling him, have him assemble pieces to repair the broken pipe. Then use telekinesis to turn the purple wheel so that water can flow through the hose and put out the flames. This also saves one of the Stan Lees in Peril outside of the story mode.

Move to the right and use telekinesis again to move a brick into position to open a secret passage into the X Mansion. Move through the passage to continue to the next area.

Objective 2: Rescue the Trapped Students

The attack has started fires throughout the mansion. Several students are trapped by the flames. Before you can rescue them, you need to first fight off the Brotherhood goons in the foyer.

Use Cyclops's optic blast to heat up and destroy the gold statue on the left side of the foyer.

Then switch to Jean Grey and use telekinesis to remove the bookcase and reveal a secret lever. Stand next to the lever and press the use button to open an escape tunnel for one group of students.

Move over by the broken stairs on the right side of the foyer and assemble pieces to repair the stairs. Climb up the stairs and move to the right to get past the flames and to the students on the far right side of the room.

Minikit 1

Melt the gold lock with the optic blast. Then assemble the pieces on the ground to get a minikit.

Destroy the banister above the suit of armor, then assemble the pieces into a rod onto which you can jump to get back up to the higher platform.

Use telekinesis on the painting of Jean Grey to remove it and reveal a gold wall.

Cut through the gold wall with the optic blast ability. Then assemble the pieces that fall to the floor into a lever. Pull on the lever to open a second escape tunnel for the second group of students.

Juggernaut breaks open the door on the right side of the foyer. Fight off some Brotherhood goons, then go through the door to get to the next area.

Objective 3: Rescue the Students in the Dining Room

As you enter the hallway, save your progress. Juggernaut breaks through the walls ahead of you and leaves behind a flaming barrier of rubble that blocks your way.

Move next to the flames and press the use button to activate Jean Grey's mind control on a nearby construction worker. Use this person to assemble some pieces in a back room to turn on sprinklers above a burning door.

Now use telekinesis to open the door so that you can go through a couple of back rooms to get around the flames and continue toward the end of the hallway.

Fight off several Brotherhood goons, then use optic blast to destroy the gold rubble blocking the doorway into the dining room.

Jean Grey must finish the job by using telekinesis to remove the rest of the rubble. Now move into the dining room where Storm is trapped by Toad.

Switch to Storm and rapidly press the attack button to build up electrical energy, then shock Toad so that he releases you. Once you are free, hold down the attack button and target the flames in the room. Release the button to send wind to put out the flames.

Attack a piano to make it start playing. When it is finished, it breaks apart into pieces. Assemble those pieces into a chair for the table.

Another chair is on the right side of the room. Put it next to the table by using telekinesis. Then slide the chairs on the left and in the middle into place with telekinesis.

Moving the chairs into position causes a large power transformer to rise up from the floor. Hold down the use button to charge up Storm's power. Then move next to the transformer and press the attack button to transfer power and open an escape hatch for the students in the dining room.

After Brotherhood goons burst into the room, Beast locks down the school. Defeat the goons and then use optic blast to cut through the gold panel on the security door.

Use telekinesis to attach a power cable from the panel to the nearby statue of armor. A power transformer rises up from the floor.

Build up electrical power, then transfer it to the transformer to open the security door. Exit the dining room and go out into the yard of the X Mansion.

Objective 4: Move through the Yard.

As you emerge from the dining room, you find several Brotherhood goons destroying the place. Take some time to save your progress and then get into the fight.

Move to the right and then down some steps to find Iceman fighting against Pyro. Switch to Iceman and press the use button repeatedly to defeat Pyro.

Juggernaut and Colossus are fighting inside the mansion. To prevent their battle from coming out into the yard, and to create a path up to the roof, you need some stairs. As Iceman, move over by the fountain and hold down the use button to create stairs made of ice. Climb up the ice stairs and move to the right, putting out flames along the way.

When you get to a gap that you can't cross, use the optic blast to destroy a golden piece of metal and break a pipe that lets water drip down onto the walkway.

Hold down the attack button and send a cold beam at the puddle of water to make an ice bridge that your team can cross to get to the right side of the yard.

Minikit 2

Five gargoyle statues are scattered around the yard. Two are near the start of this area, one is in the middle, and two more are on the far right side. Destroy all five to collect another minikit.

Locate that large golden door covered by plants. Use telekinesis to move the plants away from the door.

Cut through the door with optic blast. Then go through the door to reenter the mansion.

Objective 5: Rescue More Trapped Students

More students are trapped inside the mansion. Take some time to save your progress, then get into the fight against more Brotherhood goons.

After defeating the goons, use telekinesis to move a bookcase to reveal a hidden room. Then take control of a worker's mind by pressing the use button and guiding him to pull a lever to reveal a panel of control pads in the middle of the floor.

The screen on the wall turns on and shows a pattern. Step on the pads in the middle of the floor in the same order as shown on the screen to open a secret tunnel. Now the students can escape from the danger in the mansion.

Defeat some more Brotherhood goons, then assemble some pieces by the staircase into a platform. Move Cyclops onto the platform, then use Jean Grey's telekinesis to elevate the platform up to the second floor.

Destroy the grandfather clock with optic blast. Then assemble the pieces into a ladder that the rest of the team can use to get up to the second floor.

Use the cold beam to put out the flames on the far side of the gap near the large door.

Create a bridge from the rubble using telekinesis so that you can get to the door, which turns out to be locked.

To get through the door, use optic blast to destroy the golden hinges on the sides of the door. Then move through the doorway to get back to the foyer.

Objective 6: Find the Passage to the Hangar

The foyer is still in flames. Save your progress and then put out the flames using the cold beam. Move down the rubble to the foyer floor and defeat the Brotherhood goons.

Head up the stairs on the right side and put out the flames. You can then clear out the rest of the objects blocking the stairs to the upper level. Then move up the stairs and put out the ring of flames in the middle of the floor. Be sure to pick up the purple stud on the far left side of upper level. It is out of sight, behind a wall.

Assemble the pieces left behind after the flames have been put out into two suits of armor. Use telekinesis to place the suits of armor on the two pedestals next to the railing. This causes a power transformer to appear from behind a painting.

Fight off some more goons that arrive. Then charge up Storm's energy and transfer it to the transformer. This opens up a hatch below the transformer, and additional goons pour out to attack your team. Once they are defeated, move into the hatch to continue to the hangar.

Objective 7: Defeat Juggernaut

Magneto is trying to escape with the tesseract. He has ordered Juggernaut to attack you while he makes his escape. Fight off the Brotherhood goons in the area and wait for Juggernaut to throw a crate. Then use telekinesis to throw the crate back at Juggernaut.

Juggernaut falls into another crate headfirst and begins running around the hangar. Stay out of his way and fight off the Brotherhood goons. Use the cold beam to get the goons on the upper level and then to put out the flames in the far left corner of the hangar. This reveals some pieces that you must assemble into a couple of levers on the large door on the left.

Jump up and grab onto one of the levers. Then switch to another hero and jump up and grab onto the second lever. The door opens and a crate falls out.

Break the crate and then assemble the pieces into a boom box. Use telekinesis to activate it and lure Juggernaut into crashing into some pipes.

Freeze the water from the pipes with the cold beam to trap Juggernaut in a large cube of ice.

Then pick up the cube of ice with telekinesis and throw it across the hangar to inflict more damage on Juggernaut.

Minikit 3

There are four computer terminals located in the four corners of the hangar. Destroy all of them to get this minikit.

Juggernaut starts throwing more crates as you. Fight off more goons and then throw a crate back at Juggernaut by using telekinesis.

Put out the flames in the back right corner of the hangar and then assemble the pieces into a control pad.

Only Beast is smart enough to use the control pad. Press the button that appears on the screen to open the door on the left side of the hangar. Break the crate that falls out and then assemble the pieces into an alarm clock to get Juggernaut to crash into some more water pipes.

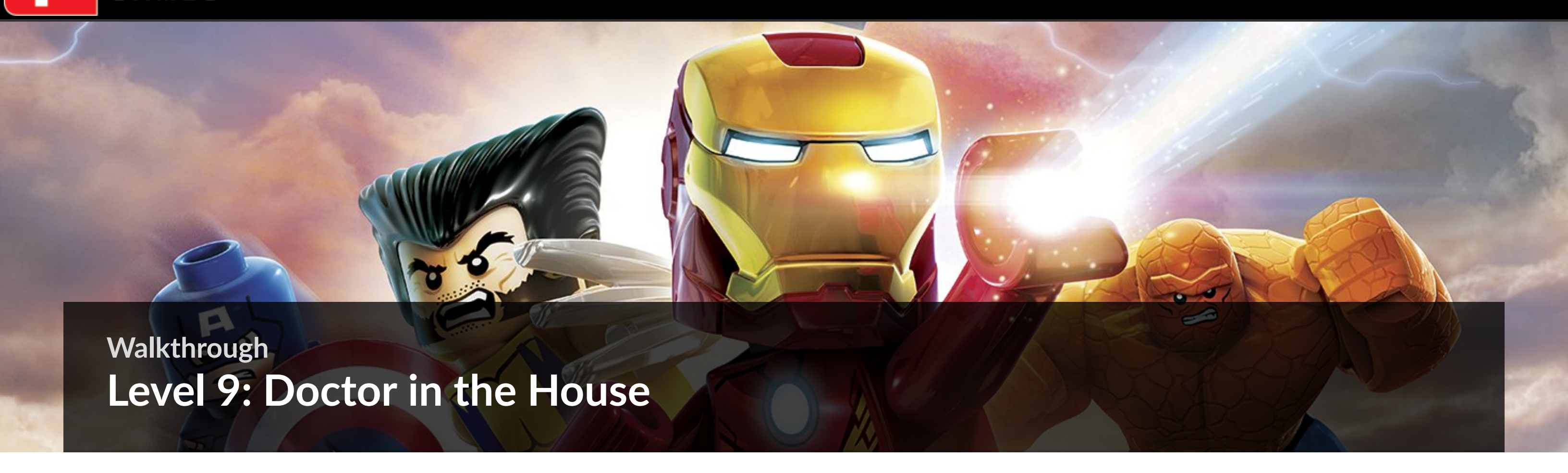
Once again, use the cold beam to freeze the water and trap Juggernaut in ice.

Now use telekinesis to pick up the ice block and throw it across the hangar.

Fight off more goons, and when Juggernaut causes pieces to fall from the ceiling, assemble them into a large control console. Press the use button to activate the console and then use the cursor to click on arrow buttons that control a giant claw. Move it through the path shown on the console to pick up Juggernaut.

The claw removes Juggernaut's helmet. Now Jean Grey can take control of his mind. Move Juggernaut to the back of the hangar and make him pull on the green handles to break open a water pipe.

Use Iceman's cold beam to freeze the water and trap Juggernaut in another block of ice. Then switch to Jean Grey and pick up the ice with telekinesis and throw it to defeat Juggernaut and complete the level.



Walkthrough

Level 9: Doctor in the House

The cosmic bricks have been traced back to Latveria and Doctor Doom's castle. Nick Fury is leading a team to recover the bricks before they can be used for one of Doctor Doom's plots of doom.

Story Collectibles

No.	Icon(s)	Mode	Notes
1	None	Story	While skydiving into Doctor Doom's castle, collect a minikit on the way down.
2		Story	Use a heat beam to destroy a gold statue to get a minikit.
3	–	Story	Melt five frozen piles of pieces and assemble them to get another minikit.

True Believer Stud Requirement: 100,000

Story Characters

- Mister Fantastic
- The Invisible Woman
- The Thing
- The Human Torch
- Nick Fury

Objective 1: Get to Doctor Doom's Castle

To get to Latveria, you need to find the Fantasticar. It is in Central Park. Follow the hologram through the streets of Manhattan and to the park.

When you get to a fountain, use the Invisible Woman's telekinetic power to lift up the hot dog stand and shake out some pieces that you can assemble into a Fantastic 4 pad.

Step onto the pad and press the use button to change Mister Fantastic into a wheel that rotates a secret pad and reveals the Fantasticar. Hop in it and head toward Latveria.

Minikit 1

Once you have reached Latveria, you come under attack from the defenses at Doctor Doom's Castle. As you skydive down to the castle, collect coins and watch for a minikit that appears in the middle of a ring of blue studs. Maneuver over to collect it and then prepare to land.

Objective 2: Advance through the Castle

As you land, several Doombots attack. Defeat them all. Then grab onto the grapple handle and pull to break open a crate containing three small platforms. These can come in handy.

Use telekinesis to move the platforms onto the purple pad and create steps that your team can use to get up the ledge.

Destroy several of the objects on the left side of the area so that you can pick up the container with the green handles. Throw it at the stone wall with the yellow cracks in it to reveal the inside of the tower.

Grab onto the grapple handle inside the tower and pull yourself up to the upper level. Then pull on a handle to deploy a ladder that leads up to where you are.

Climb up the ladder and stand on the Captain America pad. Activate your telekinesis and deflect a beam of energy at the center of a radar dish to activate an energy bridge.

Move across the bridge and pull on the green handles to remove a section of wall and release some pieces.

Assemble the pieces into a Fantastic 4 pad, then stand on it and press the use button to change into a power tool to remove a panel. Then use the control pad. Move a cursor over the red "x" on the panel and press the attack button to shut down the comm tower that was jamming your signals. Now you can contact Nick Fury and activate another energy bridge.

Walk across the bridge and attack the wall with the yellow cracks in it to break it apart.

Now use telekinesis to move platforms into position to create steps to a higher area. Be ready to fight the Doombots when you get to the top.

Press the use button to turn invisible and move past the security laser into a small room. Stand on the red pad to send a container of pieces up to a higher floor.

Move over to a reticle on the ground and then stretch your arm up to the grapple handle. Pull yourself up to the higher floor. Defeat the Doombots there and then assemble the pieces into a large lever. Push the green side of the lever to shut down the security system so that you can go farther into the castle.

Walk up some steps and then break open a wall with a yellow crack on it.

Use telekinesis to move a container away from a grate so that it can be used.

Stand next to the grate and squeeze through it to get to a higher platform. Then jump off the edge and glide to the right to get to another platform. Pull on a grapple handle and assemble some pieces into a Fantastic 4 pad. Use it to change into a circuit so that you can hack the system to open a door and activate another energy bridge. Drop down onto the bridge and move through the door to get to the next area.

Objective 3: Find Nick Fury and the Human Torch

Save your progress at the control pad and then move down some stairs. Break a wall with a yellow crack that is blocking your way.

Activate your invisibility and then move past the security beam into a control room. Defeat the Doombot inside, then use telekinesis to unplug a giant electrical plug from a socket to shut down the security.

Move into the control room and use the control pad to activate an energy bridge so that your team can cross. Then stretch to grab onto a grapple handle and pull down a ladder. Climb up the ladder to get to another area.

Pick up a container with green handles, then throw it at a wall with yellow cracks on it to cause an energy beam to extend toward you.

Move onto the Captain America pad and press the use button to deflect the energy beam. Turn so that it hits a circular target to the left of the beam and activates an energy bridge. Then move across the bridge and take control of the Human Torch to add this hero to your team.

Minikit 2

Locate a golden statue on the upper right side of this area and destroy it using your heat beam. You will be rewarded with a minikit.

Minikit 3

There are five piles of pieces frozen in ice scattered about this area. Melt the ice and then assemble the pieces to get another minikit.

Pull on some green handles to reveal a ladder leading up higher onto the castle walls. Then climb up with another hero and switch to Nick Fury to add him to your team.

Melt the golden door with a heat beam to reveal a lever.

Move next to the lever and use telekinesis to rotate the laser cannon on top of the turret. Then pull on the lever to fire the laser and destroy a wall, creating an opening that leads into the castle.

Fight off more Doombots and then move into the castle. Reach up and pull on a grapple handle to activate an elevator—that brings a lot more Doombots into the battle.

A golden door has closed and prevents you from using the elevator. Use your heat beam to cut through the door. Then get the Thing onto the elevator and ride it up to the throne room.

Objective 4: Defeat the Green Goblin

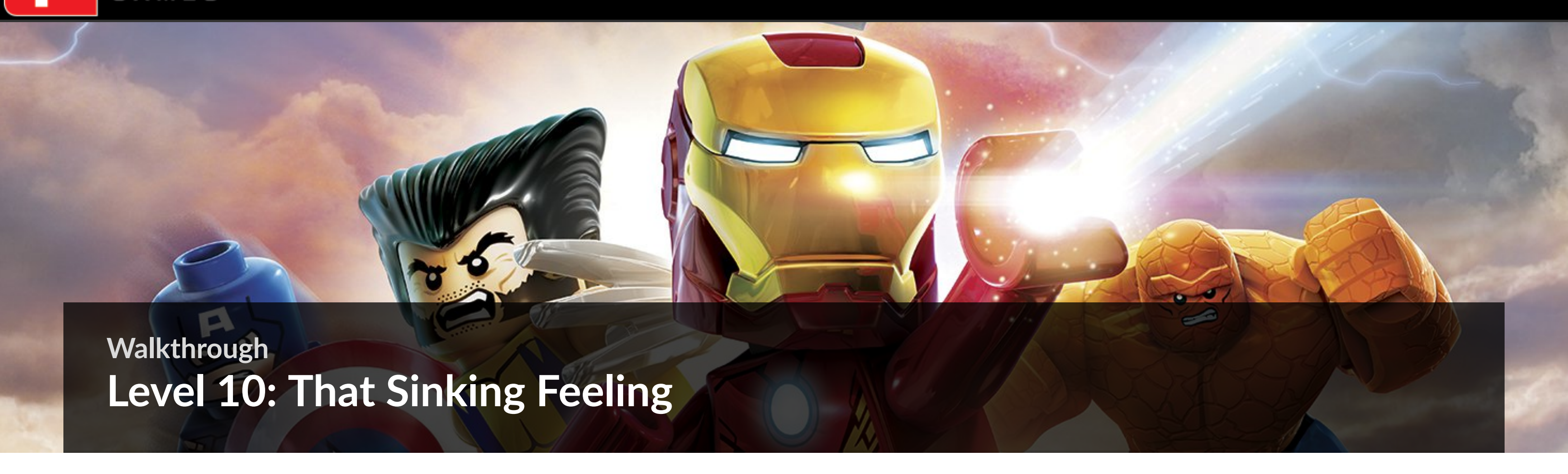
Green Goblin is hiding out the in throne room. When you arrive, he flies off and sends Doombots to attack. Fight off the Doombots and watch for Green Goblin to return.

When the Green Goblin flies back in, he breaks a window and leaves behind some pieces. Assemble them into a heavy object with green handles.

Pick up the object with the green handles, hold down the attack button to aim at the Green Goblin, and then release the button to throw the object and knock the enemy off his glider. Now rush and attack the Green Goblin to cause as much damage as possible.

Fight off more Doombots and then, when the Green Goblin creates more pieces on the floor, assemble them into a giant tennis racket. Use telekinesis to swat the Green Goblin off his glider. Then move in and hit him some more.

Finally, after vanquishing another round of Doombots, assemble some pieces into a Fantastic 4 pad. Use it to change Mister Fantastic into a control tower that takes control of the glider and dumps the Green Goblin to the floor, where you can defeat him to complete the level.



Walkthrough

Level 10: That Sinking Feeling

Doctor Doom has escaped from his base along with the cosmic bricks. Nick Fury is sending Iron Man and Thor to capture him and get back the bricks.

True Believer Stud Requirement: 90,000

Story Characters

- Iron Man (Mk42)
- Thor
- Spider-Man

Objective 1: Get to the S.H.I.E.L.D. Research Submarine

Iron Man and Thor start out on the helicarrier. Follow the hologram to the jump platform and leap off into the open air to begin your descent to Manhattan. Your landing area is the Financial District.

As you get down to the ground, fly toward the blue destination icon, which takes you out over the water to the research sub. However, as you arrive, Doctor Doom's tanker has swallowed the sub. Spider-Man arrives to help as Thor tears open an entrance so that your team can get the sub back.

Objective 2: Retrieve the Research Submarine

As your team drops in on the enemy, defeat the A.I.M. Agents and then break up the objects in the area into little pieces. Assemble the pieces into a control console.

You must use the console to reconnect the power. Move the cursor and click on the segments to rotate them to complete the circuit. When it is done, sprinklers put out the fire near the gold wall.

Move over to the gold wall and use the heat beam to cut a hole in the wall so that you can get through it to the other side.

Use your spider senses to detect a climbable wall on the other side of the gold door. Climb up the wall to a higher walkway. Use your senses again to find a couple of grapple handles, and then shoot webs at them. Pull on the webs to send water flowing through some large pipes.

Minikit 1

While on the tanker, look for small Doctor Doom holograms. Destroy all three of them to get a minikit.

Climb back down to the main deck and head down the steps to the right. Use your senses to find some more grapple handles above the large door. Shoot webs at the handles and pull to break open the pipes and pour water on the flames to put them out.

Break up the objects that were on fire and then assemble the pieces into a power transformer. Charge up Thor with power, then transfer the power to the transformer to open the large door.

Advance through the doorway and continue to the right. A.I.M. Agents attack, so fight them off and keep moving to the right.

Continue all the way to a small boat on the far right side. Take aim and fire rockets at the silver crates on top of the boat to destroy them and reveal a power transformer.

Transfer some power to the transformer. This activates a crane that moves a container out over the platform to the left of the boat.

Use your spider senses to detect some grapple handles. Shoot webs at them and pull on the webs to release some pieces from the container. Assemble the pieces into a control pad.

Use the control pad to maneuver a remote-control mini-sub down in the water. You can make it dive and rise up as well as move in all directions. Touch the red buttons in the water to deploy a bridge.

Minikit 2

While controlling the mini-sub, drive it under the water to pick up the minikit located in between the two underwater switches.

Minikit 3

On the small boat, use Thor to power up the transformer a second time to activate the crane again. It brings up a container with gold on it. Switch to Iron Man and use his heat beam to destroy the container to get the minikit.

Tip

Go for a quick swim around the small boat. On the far side, out of sight, you can find a purple stud.

Walk across the bridge and use the heat beam to break open a golden container. Assemble the pieces into a power transformer.

Power up the transformer to overload the generator and shut down the security lasers and open a large locked gate so that you can get to another part of the tanker.

Make your way to the left and then head up the steps to follow a walkway to a corridor. It leads to the research submarine.

As you approach a round platform, M.O.D.O.K. rises up from a hatch in the platform. He is surrounded by a psionic shield, so focus on attacking the A.I.M. Agents first.

When M.O.D.O.K. attacks with his energy beam, his shield drops. This is your chance to get a hit on him. Any of the heroes can use their ranged attack to do this. Hold down the attack button to target M.O.D.O.K. and stun him.

When he drops down to the ground, move in and get a melee hit on M.O.D.O.K. to inflict some damage. Repeat this tactic two more times to defeat him.

After you have finished the fight with M.O.D.O.K., Doctor Doom makes his escape in the research sub and sets the tanker to self-destruct.

Objective 3: Get to the Research Submarine

As the tanker is sinking, Jean Grey arrives and uses her telekinetic power to create a large bubble of air around your team so they can survive on the sea floor. You can't control Jean, but she will follow you around. Be sure to protect her or you'll lose your ability to breathe underwater. Be sure to save your progress.

Destroy a scrap of metal to the left of the large hatch on the sunken tanker. Then smash the cracked area with a targeted attack. Assemble the pieces into a starfish on the hatch.

Use your spider senses to locate a couple of grapple handles. Shoot webs at them and pull to open the hatch. Then be ready to deal with the Doombots that come out of the hatch.

Move through the hatch and then to the right to get to the other side of the tanker wreckage. Be sure to look for a purple stud along the way.

Move toward some ancient ruins. Use your senses to detect a couple of grapple handles. Shoot webs at them and pull to knock down the facade of the building.

Now move in and have Thor perform a few targeted attacks against the cracked door to break down the building. More Doombots attack, so fight them off.

Minikit 3

As you follow the pathway, look for a minikit hidden off to the right side. Pick it up and keep moving.

When you come across a silver chest plate on a large statue, target it and fire rockets to blow it up.

This reveals some cracked stone. Move Thor in to break it up with his strong attacks so that you can continue to the end of the pathway.

A large tentacle is holding onto a giant pillar. It has some golden links, so use the heat beam to destroy the four golden links. The tentacle then releases the pillar.

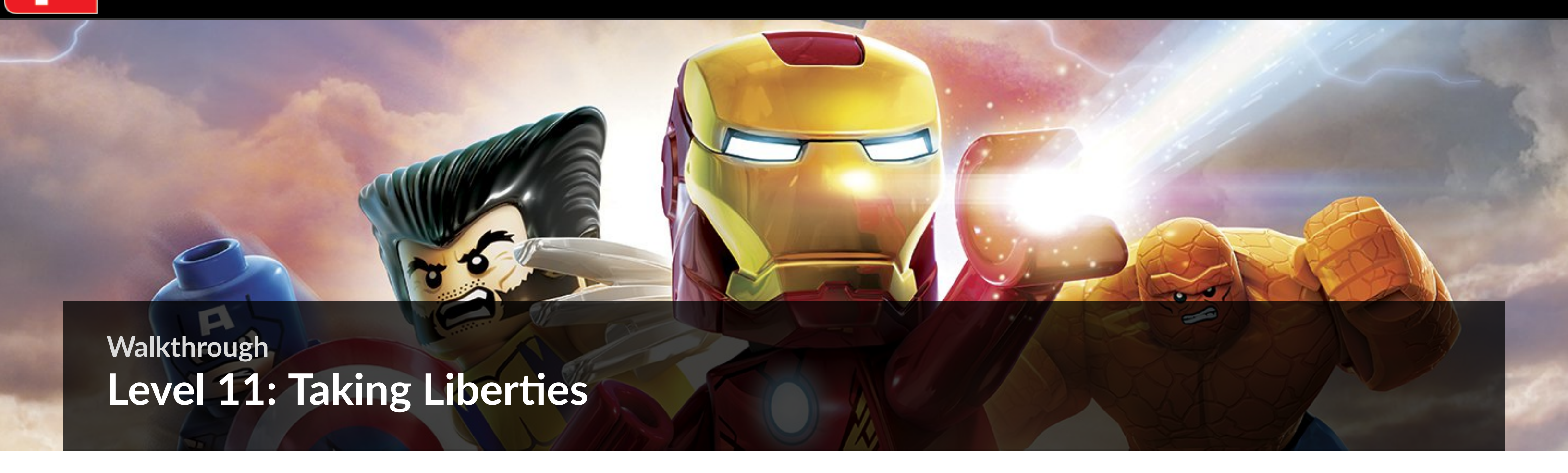
Use your senses to find some grapple handles, then use your webs to pull the pillar down to create a bridge that your team can cross to get to the ledge. There, the research sub is resting.

Walk across the pillar and fight off some more Doombots.

Continue toward the large cracked section of the sub, which Thor can break through. Enter the submarine and capture Doctor Doom to complete the level.

Story Collectibles

No.	Icon(s)	Mode	Notes
1	–	Story	Destroy three small Doctor Doom holograms.
2		Story	Use the remote control mini-sub to get the minikit down in the water.
3		Story	Power up the transformer on the small boat a second time. Then use a heat beam to melt the gold container.
4		Story	This minikit is hidden off to the right side of the trail after the ancient ruins.



Walkthrough

Level 11: Taking Liberties

Magneto is going after the core of a nuclear power plant—and has taken control of the Statue of Liberty to help him. Mister Fantastic, the Hulk, and Wolverine have been sent to stop him.

Story Collectibles

No.	Icon(s)	Mode	Notes
1		Story	Break open a wall with a green crack in it. Then move inside to get the minikit.
2		Story	Use Hulk to pull on green handles on a door to open a room where a minikit is located.
3	–	Story	Destroy five blue signs inside the Statue of Liberty.

True Believer Stud Requirement: 95,000

Story Characters

- Mister Fantastic
- The Hulk
- Wolverine

Objective 1: Get to the *S.H.I.E.L.D.* Jet

Mister Fantastic and Bruce Banner begin on the helicarrier. Skydive to Manhattan below.

Once you land, meet up with Wolverine and climb aboard the jet to fly out to the fight the Statue of Liberty.

Objective 2: Get to the Elevator

After Lady Liberty catches and throws the *S.H.I.E.L.D.* jet into the power plant, your team is trapped. The only one who can break out of the jet is Hulk. Press the use button repeatedly to get your team out of the wreck.

Minikit 1

Move to the right and walk out into the hazardous waste. Break open the wall with the green crack on it, then move inside to find the minikit.

Jump across the platforms floating in the hazardous waste and climb the ladder. Attack the wall with the yellow crack to find a claw switch. Then use the switch to activate a conveyor belt.

The conveyor belt drops off a suitcase. Break it open and assemble the pieces into a Fantastic 4 pad. Use it to turn Mister Fantastic into a giant mouse trap that snaps at Lady Liberty's arm and causes it to move out of your way.

Walk down some stairs to the right and out into the hazardous waste. Pull on the green handles to break down a tower to clear the way for the other two team members.

Use Wolverine's senses to detect a climbing wall. Then climb across to a platform. Attack the door with the yellow cracks to open it and find a control pad.

Switch to Mister Fantastic and reach up and grab onto a grapple handle to pull yourself up to a catwalk. Then jump off the right side and glide over to the platform. Use the control pad to activate an elevator to bring the Hulk up to a higher walkway.

Pick up an object with green handles, then throw it at some yellow cracks to make Liberty move her hand out of your way.

Jump across a gap in the walkway and then continue to the right where several Brotherhood goons are waiting to attack. Defeat them. Now you need to find a way to get across the hazardous waste.

Use the control panel to activate a platform. Bring it over to your side of the room so that Wolverine can get on. Then stop using the controls so the arm will take Wolverine across to the other side. Use the grate along the wall on the right side to get Mister Fantastic across. Hulk can just wade through the waste.

Fight off more goons, then pull one of two set of green handles to open hatches on either side of the area.

Use the claw switches behind the hatches to drain the hazardous waste out of the large pool. You can now move down there and collect studs, including several blue studs.

Move all three members of your team onto the red pads to open the elevator doors. Then climb into the elevator and ride it up to the next area.

Objective 3: Exit the Power Plant

After exiting the elevator, save your progress. Then grab onto the green handles and pull to start a dyno-generator moving. Follow it around to get to the other side without getting hit by it.

Use the claw switch to get the second dyno-generator moving. Then, like before, time your movement to get around to the other side while staying alive.

A closed door needs to be opened. Pull on the green handles to remove the door completely.

Minikit 2

After the Hulk opens the door with the green handles, move inside and all the way to the left to get a minikit.

Wolverine's senses detect a climbing wall. Climb it to the top and clear out all the goons on the walkway. Move to the right and use your senses again to find a way to climb around a cylinder to another catwalk. Use the claw switch there to slow down the nuclear fission reactor so the rest of your team can get to the right side of the area.

Pull on the grapple handle on the door on the right side to open it. Then walk through to the next area.

Objective 4: Climb to the Top of the Statue of Liberty

As the team steps outside the power plant, the Statue of Liberty steps on them. They now need to get to the top. Fight off some goons, then use Wolverine's senses to find a climbing wall. Climb up it and use the claw switch to activate an elevator to carry your teammates up to you.

Minikit 3

Five small, blue signs are scattered about the area. Destroy all of them to get a minikit. See the map for their locations.

After riding the elevator up, move through a grate to get to another platform. Once there, attack and break up some rubble, then assemble the pieces into a grapple handle. Pull on it to drop down a platform that the rest of your team can jump across.

Open a gate by pulling on the green handles. Then lead your team up the stairs.

Move through a grate to get to another platform. Defeat several goons and then break up a brown crate and assemble the pieces into a Fantastic 4 pad. Use the pad to turn into a crane and then lift a bridge into place so the other heroes can cross.

Attack the rubble with the yellow crack on it, then rush up the stairs

Walk to the grate that goes through a round wooden section to get to another walkway. Continue to the left and grab onto a couple of grapple handles. Pull on them to drop a bridge down into place.

Open up a gate to a ladder by pulling on the green handles.

Climb up the ladder and then move to the left. Pull on a grapple handle to start an elevator moving that can take the Hulk up to the higher walkway.

Tip

Don't forget, if you need to get the Hulk up a ladder, you can always change him to Bruce Banner; Hulk is too big to climb ladders.

Assemble some pieces near the ladder and then walk across the board to get to a walkway in the center. Follow it around to a door with yellow cracks. Attack the door to break it up and then assemble the pieces into a Fantastic 4 pad.

Use the pad to turn into a fire engine and put out the flames near the jet.

Pull on the green handles on the jet to break it apart so that you can move past it and continue your ascent to the head of the statue.

Climb up some stairs to another platform. Defeat all the Brotherhood goons there, then use the claw switch to deploy a spiral staircase that leads up into the head of the statue.

Now climb the stairs up to the top along with the rest of your team.

Objective 5: Defeat Mastermind

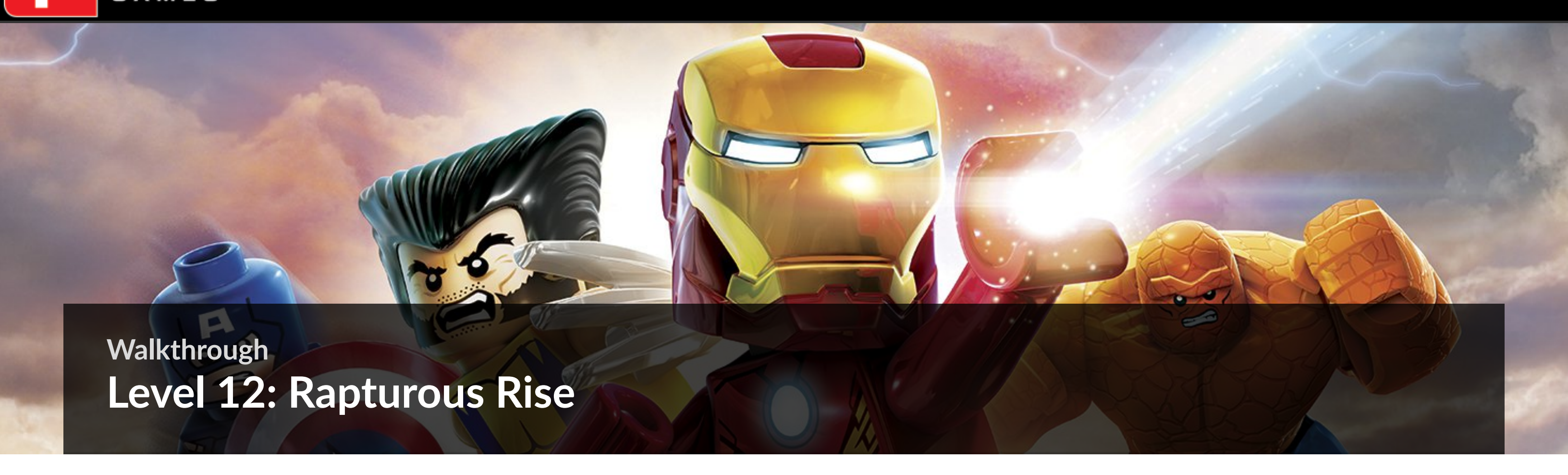
Mastermind is waiting for you in the head of the statue. He starts of by taking control of Wolverine and making him think the other two heroes are his enemies. Wolverine will climb the walls as he tries to attack you. Dodge him and then attack until he has no more hearts left.

Then switch to Wolverine and press the use button repeatedly to break Mastermind's mind control.

Next, Mastermind takes control of Mister Fantastic. As Mister Fantastic ties up one character, switch to the other and attack. Use the same strategy as before to break the mind control.

Mastermind then takes control of Hulk. As the Hulk charges, dodge him so he runs into something and wait for him to turn into Bruce Banner. Then attack Bruce Banner to inflict some damage. When Bruce Banner turns back into the Hulk, dodge again and use the same tactic as before until you have defeated them.

Finally Mastermind makes several illusions of himself. Use Wolverine's senses to detect the real one, who is cowering, and attack him to defeat Mastermind and complete the level.



Walkthrough

Level 12: Rapturous Rise

Magneto and the Statue of Liberty have taken the nuclear power core to a mysterious island. Captain America and the Thing are sent to investigate.

Story Collectibles

No.	Icon(s)	Mode	Notes
1	–	Story	Destroy four luggage carriers to get a minikit.

True Believer Stud Requirement: 85,000

Story Characters

- Captain America
- The Thing
- Storm

Objective 1: Get to the Island

Your heroes start out on the deck of the helicarrier. Since the jet you need to take you to the island is down in Manhattan, jump off the platform and skydive down into the city.

Once you land, follow the hologram through West Harlem and into an alley where Black Widow is waiting to fly you to the island. Hop aboard the jet and enjoy the ride.

Objective 2: Advance from the Beach

Captain America and the Thing land on the island's beach. However, the Thing crashed into the sand so you need to find a way to get him out. Smash the plants near the Thing to break them into pieces.

Assemble the pieces into a pump and then start jumping on the pump to force air into the sand so you can release the Thing.

As soon as the Thing is free, several Brotherhood goons attack. Defeat them and then break open the rock wall to go on to the next part of the island.

Follow the pathway up to an area protected by an energy fence. A turret opens fire on your team. Press the use button to bring up the shield and deflect the laser blasts back at the turret to destroy it.

Pick up the rock where the turret was located, and throw it at the yellow cracks in the cliff side to reveal a shield switch.

Throw the shield at the switch to overload a generator and shut down the energy fence. Then get ready to fight some more Brotherhood goons.

Two more turrets are inside the fenced area. Again, use the shield to deflect blasts and destroy these turrets. Then defeat any remaining goons.

Move to the right and hit some plants along a cliff to reveal two green handles. Pull on the handles to remove a section of the cliff and expose some pieces.

Assemble the pieces into a lever. Push the green lever around in a circle to raise a bridge across a gap to the right. Move farther into the island.

Move across the bridge and destroy a turret by deflecting blasts with the shield. Then jump onto an acrobatic pole and swing across a gap to get to a small ledge. Throw a shield at the shield switch to deactivate the energy fence, then climb up a vine to get to an upper ledge, where Brotherhood goons are waiting for a fight.

Throw the shield at the base of the crane to knock it over, then use it as a ramp to get up on top of the remains of a shipwreck.

Walk up the ramp and pull on the green handles to remove a door. Then walk through the opening and along a path to the next area.

Objective 3: Continue through the Jungle

Save your progress at the control pad, then move to the right to where a log blocks your path. Hit some of the plants to reveal green handles that you can pull to break the log apart.

Minikit 1

Four red luggage carriers are scattered about the jungle. Find and Destroy all four to find a minikit.

As you walk into a clearing, your team is attacked by large and small dinosaurs—velociraptors to be specific. Fight them like you would any other enemy.

Grab onto some green handles and pick up the cockpit of a plane wreck to move it and some branches out of the way.

Move back up the ramp on the left side and then jump across to the acrobatic poles. Swing across them to get to the other side. Press the use button to put out the flames as you move into the body of the airplane. Then pull a lever to deploy an inflatable ramp so that the Thing can climb up to the ledge.

Break the brown crates and then assemble the pieces into some green handles.

Pull on the green handles to remove some rubble, then move to the right where more dinosaurs are waiting. Defeat all the dinos as well as some goons to clear out this area.

Assemble some pieces in the middle of the area into jet-powered cart. Hop on and ride it into a rock wall to break it open.

Walk up the path to the bridge. It is locked, so jump up onto the railing underneath the bridge. Go hand-over-hand to get to the opposite side of the bridge.

When you get to the other side, climb up onto the ledge and use the shield to deflect blasts back at a couple of turrets to destroy them.

Clear out the goons on the bridge, then pull on the lever to open the gate. The Thing can now move across the bridge.

Walk across the bridge and open the large gate by pulling on the green handles. Then start fighting the dinosaurs and goons inside.

Hold down the use button to scrape up a rock from the ground. Then throw it at the yellow cracks to break a wall.

Climb up the ladder and assemble the pieces into a shield switch. Throw your shield at the switch to deactivate the energy fence so you can continue up the path to the next area.

Objective 4: Defeat Magneto

As you come under attack, Storm arrives and helps you fight off a large group of Brotherhood goons.

Defeat all the enemies and then break down brown wall to reveal a secret area.

Assemble the pieces in the secret area into a power transformer. Charge up Storm by holding down the use button, then transfer the power to the transformer. A door opens, leading into a large area. Fight your way through dinos and goons to get there.

Move onto the Captain America pad. When a couple of laser cannons pop up and open fire, press the use button to deflect the laser beams back at the cannons to destroy them.

Move forward and assemble some pieces into another transformer. Charge up and transfer power to the transformer to open a large gate into the final area.

Before you can take on Magneto, you have to first deal with Rhino. Fight off some goons while avoiding Rhinos charges. Meanwhile, break up the brown objects in the center of the area into pieces. Assemble the pieces into a giant pumpkin and stand in front of it to lure Rhino towards you. Rhino will then run into the pumpkin and stun himself.

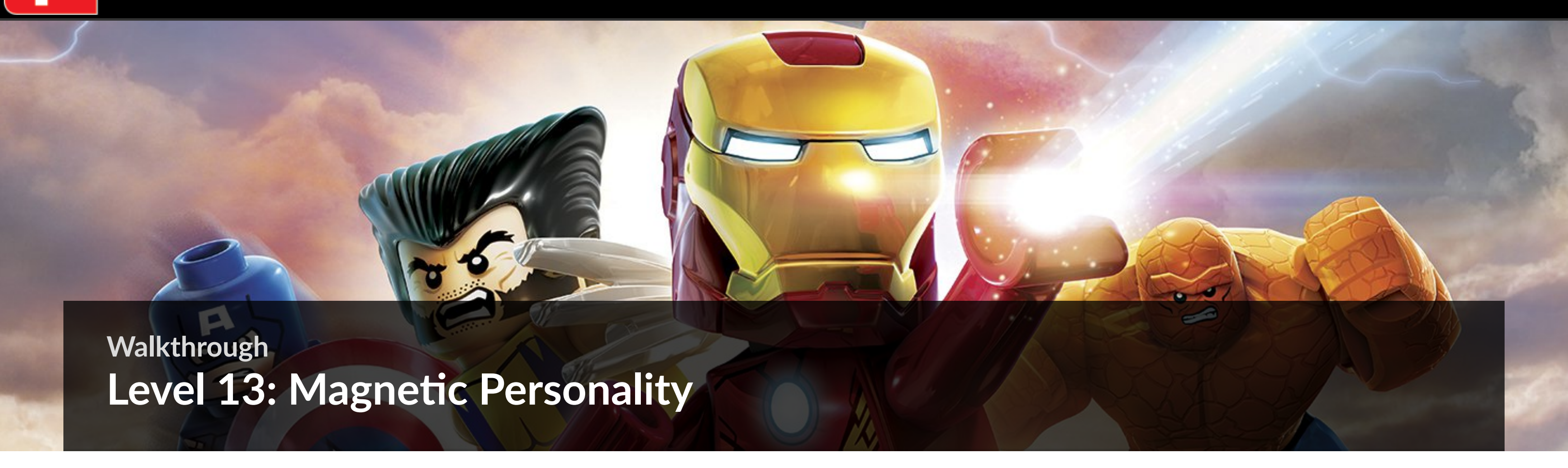
While he is stunned, move in and attack the Rhino. Press the buttons as they appear on the screen to defeat him.

Magneto begins attacking with an anvil. Meanwhile, you also have to fight off other enemies on the ground. When Magneto finally lets go of the anvil and it breaks, assemble the pieces.

Pick up the object by the green handles and throw it at Magneto to knock him down to the ground. Then move forward and hit him to inflict some damage.

Magneto assembles another giant alarm clock and tries slamming your team with it. When it breaks, reassemble it again and then use the same tactic as before—throw it at Magneto and then move in for a hit.

Repeat the process one more time to finally defeat Magneto—who really turns out to be Mystique. The real Magneto uses the distraction to escape and take his base on the island into orbit.



Walkthrough

Level 13: Magnetic Personality

Magneto has lifted his base, Asteroid M, into orbit around Earth. He has teamed up with Loki and Doctor Doom, and the three villains are planning their ultimate revenge.

Story Collectibles

No.	Icon(s)	Mode	Notes
1	–	Story	Destroy the three stacks of tanks in the hangar.
2	Stan Lee	Story	Shoot rockets at the silver panel on the ceiling of the control room.

True Believer Stud Requirement: 100,000

Story Characters

- Iron Man (Mk42)
- Thor
- Spider-Man

Objective 1: Get to the Stark Jet

The three heroes emerge from the wrecked research submarine and now need to make their way to Central Park, where Tony Stark has hidden his jet.

Use Spider-Man's senses to locate a control pad on the dock by the lake.

Now use the control pad. You need to complete the circuits by rotating the three wheels so that all matching colors are together.

Walk across the bridge leading to the jet and climb aboard for a flight to Asteroid M.

Objective 2: Exit the Hangar

When you arrive on Asteroid M, Magneto locks the large door leading out of the hangar and sends in lots of goons to attack you. Start fighting and clearing out the area. The main threats are the Brotherhood goons on the towers to the right and left as well as the four on the steps, since they all have ranged attacks such as fire and ice.

Once you have cleared out some of the goons, move over by the tower on the right and use your spider senses to detect a couple of grapple handles. Shoot webs at them and pull over some tanks to reveal a silver panel.

Minikit 1

There are three stacks of tanks in the hangar area. Destroy all of them to receive a minikit.

Take aim and fire rockets at the silver panels at the bottom of each of the two towers to reveal power transformers.

Power up Thor by pressing the use button, then get close to the transformers and transfer some power to them to make the tower release piles of pieces.

Assemble the pieces into a large lever and push on the green side to begin opening the large hatch in the floor, which exposes the room to the vacuum of space.

As the air is sucked out of the hangar, the pressure forces the hangar door to burst and opens a way into the space station. Once the hatch closes, lead your team through the hallway to the next area.

Objective 3: Get to the Control Room

Save your progress and then start fighting the many Brotherhood goons. They continue to come through a tube on the right side of this location. So break up the crates near the tube and assemble the pieces into a barrier so that more enemies can't come to attack you here.

Magneto has taken out a bridge. However, you can swing on a web across the gap and get to an area where your senses are tingling. After clearing out the goons, use your senses to detect a crack in the glass along the back wall.

Break open the glass with Thor's hammer.

Shoot a web at a grapple handle and then pull to send some pieces moving through a tube and then crashing down on the floor. Assemble the pieces into a power transformer.

Summon the power of lightning and thunder, then transfer it to the transformer to power up a device that removes the barrier Magneto created to try to stop you.

Move to the right and use your senses to detect a climbing wall. Climb up it to get to a higher platform with a large door leading into the control room. However, Magneto has locked the door to prevent your entrance.

Fight off some goons, then to prevent more from coming, destroy the containers on the far right side and assemble the pieces into a barrier.

Fire rockets at a silver container on the right side of the room and assemble the pieces into steps next to a tall hanging bar.

Thor and Iron Man must walk up the steps and grab onto the two hanging bars on either side of the locked door at the same time.

Then use your senses to detect a grapple handle. Shoot a web and pull on it to force open the large door to the control room.

Stan Lee in Peril

As you enter the control room, Magneto flees. Fight off the goons he sends in and clear out the area. Then fire rockets at the silver panel on the ceiling to free Stan Lee.

Pull on some grapple handles using webs to reveal a control panel.

Use the control panel to rotate the tubes leading into the room until the tube that Magneto took is to your right. Then head across the walkway to the tube that will take you to the next area.

Objective 4: Defeat Magneto

You are now in a fight against Magneto himself. After saving your progress, start attacking the Brotherhood goons in the area. You can't hurt Magneto yet.

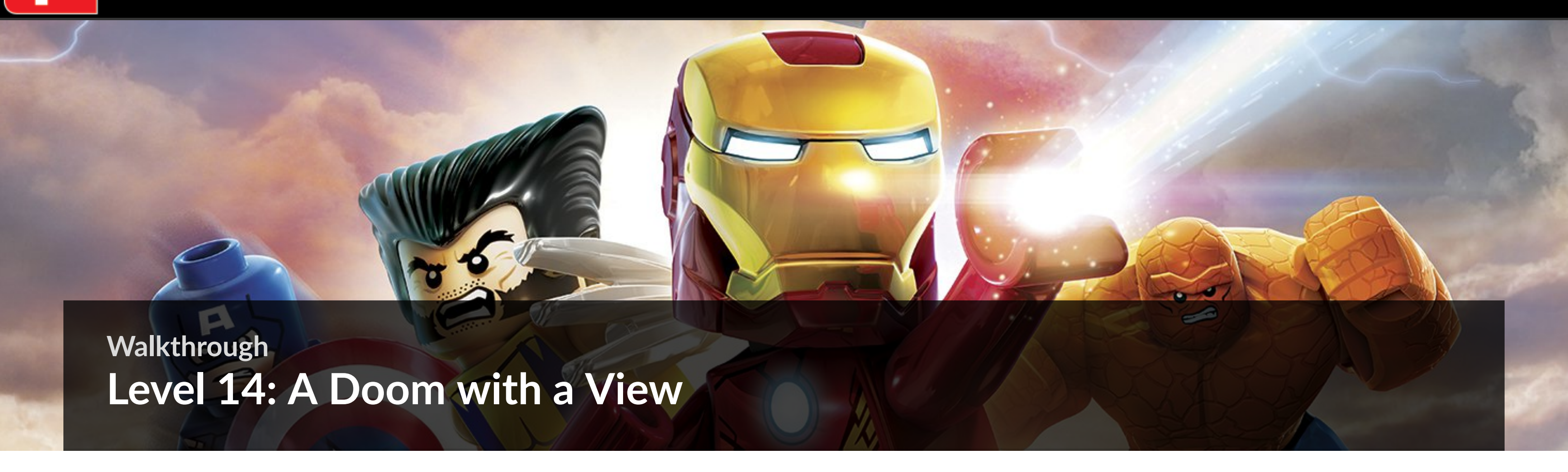
As Magneto gathers his powers together, pieces fall onto the floor. When they begin to vibrate as you approach, assemble them into a giant iron.

Using Iron Man, move over to the target on the ground and press the attack button to lift up the iron and throw it at Magneto. When he is knocked to the ground, move in close and punch him to inflict damage.

Keep fighting the goons until more pieces are on the ground. Assemble these into a giant pumpkin and then have Thor move in and hit it with his hammer to send it flying into Magneto. Again, rush in to hit Magneto to deliver some more damage.

Using the same tactics, assemble a final device and use Thor's energy to transfer power to the transformer on the device to activate it.

Now move next to the device as Spider-Man and press the attack button to swing the device at Magneto. You've finally defeated him and the level.



Walkthrough

Level 14: A Doom with a View

Doctor Doom and Loki are finishing Doom's weapon on Asteroid M. You must try to stop them from completing the weapon and putting their diabolical plan into action.

Story Collectibles

No.	Icon(s)	Mode	Notes
1	–	Story	Destroy the five holograms along the walls of the first area.
2		Story	Use Captain America's shield to block the flames to get this minikit.
3		Story	Pull on a couple of green handles to open a panel and reveal a hidden minikit.
4		Story	Climb up a climbable wall to get to this minikit.

True Believer Stud Requirement: 85,000

Story Characters

- Captain America
- Storm
- Spider-Man
- The Thing

Objective 1: Get to the Helicarrier

You start out with Mister Fantastic and the Invisible Woman. Follow the hologram down the street to the vehicle call-in point and use it to get to the helicarrier instantly.

When you arrive, use the control pad to ride the elevator down into the helicarrier.

Move to the target on the floor in the control room to talk to Nick Fury and get the briefing for the final battles.

Objective 2: Exit the Control Room

As your team arrives on the space station, fight off several Brotherhood goons and then start moving up the stairs and to the right.

Use your spider sense to located a grapple handle. Pull on it with a web to deploy a platform on an upper level.

Switch heroes and move to the left to find an acrobat wall. Jump up the wall to get to the upper level. Then move along the walkway to the right. Be sure to pick up the purple stud as you jump onto the platform. Continue onto a walkway and break a computer so you can then assemble the pieces into a shield switch. Use the shield to activate the switch and open a panel that contains a power transformer.

Power up Storm and then transfer the power to the transformer to lower a platform that you can then use to advance farther to the right.

Minikit 1

Five holograms are located along the walls of this area. Destroy all of them to get a minikit.

Pull on some green handles to remove a panel along the back wall.

Throw the shield into the shield switch to deploy a device with a grapple handle.

Shoot a web and pull on the grapple handle to activate an energy beam.

Assemble some pieces on the floor into a Captain America pad. Then stand on it and deflect the energy beam to the right to hit a target and activate a platform with Brotherhood goons on it. Defeat the goons and then your team can move to the platform on the far right of the area.

Minikit 2

Before continuing to the right, climb up a ladder. Press the use button to lower your shield and use it to put out the flames so that you can get a minikit.

Once you are on the platform on the far right, break open a panel with a crack on it.

Power up and then transfer power to the transformer. This activates an elevator platform that lowers to our level and then carries your team up to the upper level.

Defeat the Doombots by the door, then pull on the green handles to remove the outer covering of the door.

Press the use button to shoot webs at the grapple handles and then pull on them to open the inner part of the door. Move through the doorway to get to the next area.

Objective 3: Get to Doctor Doom

Having exited the control room, you now have to move through a tube to get to where Doctor Doom is working on his weapon. Save your progress, then use Captain America's shield to deflect blasts back at a couple of turrets to destroy them.

The next part of the tube has a moving sidewalk moving in the wrong direction. Switch to Storm and fly above the sidewalk so that you can get to a power transformer. Transfer power to change the direction of the sidewalk's movement.

Fight off more goons and then use the shield again to deflect blasts and destroy two more turrets so the team can continue moving down the tube.

Use spider senses to find a grapple handle, then pull on it with a web to release some pieces onto the floor.

Assemble the pieces into a shield switch and then throw the shield at it to open a hatch. Keep moving along the tube.

The next section of the tube has another moving sidewalk. Send Storm flying over it. Then assemble some pieces into a transformer and power it up to change the direction of the sidewalk's movement.

Detect a crack in the last hatch by using spider sense.

Bust through the hatch with an attack on the cracked area to exit the tube.

Destroy a couple of turrets by deflecting their fire back at them.

Minikit 3

Move down and to the right in the air lock room and pull on the green handles to open a compartment where a minikit has been hidden.

Minikit 4

Use spider senses to find a climbable wall on the left side of the air lock. Climb up the wall to the top to get the minikit.

After getting the minikit, drop down and to the right while staying in the glass-enclosed area. Assemble some pieces into a large lever and push it around to disengage some of the locks on the large door.

Open a hatch by pulling on green handles to reveal an acrobat wall.

Jump up the acrobat wall and then push a large lever around to disengage more locks on the large door.

Power up and transfer power to the transformer to cause the door to rotate for a bit.

Now pull on the green handles to finally open the large door and get sucked out into space.

As you travel through space, collect studs and continue all the way to Doctor Doom's location; move back into Asteroid M through another hatch.

Objective 4: Defeat Doctor Doom

You have reached the battle with Doctor Doom. Start off by defeating 20 of the Doombots he sends to attack you.

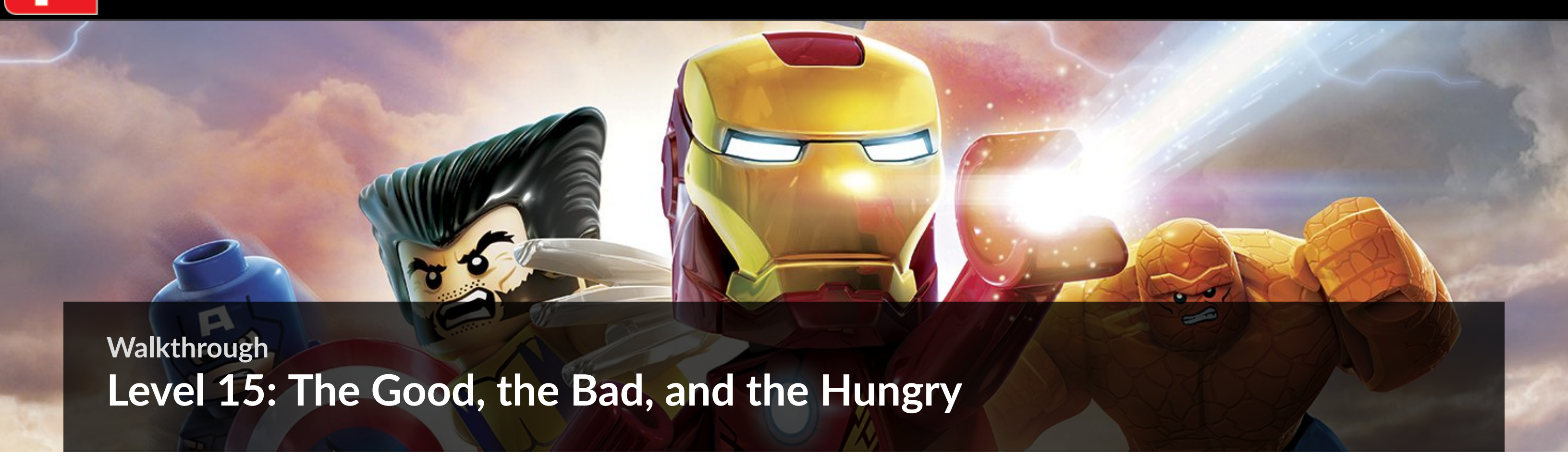
Next, Doctor Doom sends in a V-Series Doombot to attack. Wait for it to charge and then jump out of the way. When it stops and is stunned, move in with the Thing and attack. Keep attacking until you are able to pull the face of this large robot.

Switch to Spider-Man. Move in close and press the use button to shoot a web at the grapple handle where the face used to be. Then keep pressing the button to swing the V-Series Doombot around and finish it off.

Doctor Doom now takes control of a laser cannon and begins attacking. Assemble some pieces in the middle of the floor into a Captain America pad and then stand on it and press the use button to deflect the beam back. Aim for the three rings above the cannon and stay focused on one ring at a time until it is destroyed. Once all three rings are history, so is the cannon.

After the cannon is destroyed, Doctor Doom traps one of the heroes. Switch to another and rush in for a hit that will inflict damage.

Doctor Doom continues the fight, sending in two more V-Series Doombots , at separate times, uses his second laser cannon, and then traps a hero twice more as well. Use the previous tactics to emerge victorious and defeat Doctor Doom and complete the level.



Walkthrough

Level 15: The Good, the Bad, and the Hungry

Loki has created a device that he uses to take control of Galactus. Prior to devouring the Earth, Loki sends Galactus to destroy the only people that can stop him—the super heroes on the helicarrier. Nick Fury has invited the super villains to join in the battle since they are all fighting to save the Earth.

Story Collectibles

No.	Icon(s)	Mode	Notes
None			

True Believer Stud Requirement: 75,000

Story Characters

- The Thing
- Green Goblin
- Spider-Man
- Mystique
- Iron Man (Mk42)
- Abomination
- Human Torch
- Venom
- Captain America
- Mister Fantastic
- Nick Fury
- Doctor Octopus
- Magneto
- Doctor Doom
- Storm
- Cyclops

Objective 1: Recruit the Super Villains

Your first task is to get Magneto and Abomination. The are down in Manhattan, so ride the elevator up to the deck of the helicarrier and then move to the pad and jump off. You skydive down to Central Park.

Follow the hologram to where the villains are located and recruit them to help fight against Galactus.

Now you take control of Magneto and Abomination. You need to get some more villains on your side, so follow the hologram through the streets of the city

Doctor Doom's jet has a metal clamp on it that's preventing it from flying. As Magneto, press the use button to remove the clamp with your magnetic powers. Then hop in the jet and fly up to the helicarrier.

Objective 2: Defeat Galactus

The battle against Galactus is divided into four parts, based on a task and the location on the helicarrier. At each part, you will have a combination of four heroes and villains to use to complete the task.

Port Turbine

You need to use the turbine on the port side of the helicarrier to damage Galactus. However, it has some objects blocking its blades. Start off by picking up the object with the green handles and throwing it at the rubble in the turbine with the yellow cracks on it.

Now throw pumpkin bombs at the silver objects caught in the turbine to blow them up and free the blades so they can begin turning.

A jet crash lands to the right of the turbine. Pick it up by the green handles and throw it out of the way.

Assemble the pieces that were under the jet into a grapple handle. Then use a web to pull on the handle to deploy a control pad.

Use the control pad to rotate the turbine up a bit so that the blades are above the housing.

Move over by the turbine and use spider senses to detect some grapple handles under the blades. Shoot webs at them and pull to raise the blades even more and push Galactus away from this part of the helicarrier.

Starboard Turbine

Galactus has now moved to the other side of the helicarrier. Another team now has to work against him. Use the heat beam to destroy the golden object on the left side of this area to deploy a control pad. Then use the pad to lift the blades of the turbine up from the housing. Switch to Abomination and press the use button to blow out the flames near the turbine.

Move over by the turbine and use Venom's super senses to detect some grapple handles. Shoot webs at the handles and then pull on them to rotate the turbine blades up toward Galactus and force him to move away from this part of the helicarrier.

Central Deck

Now that the turbines keeping the helicarrier up in the air are safe, it is time to work toward getting rid of Galactus for good. Move over to the helicopter that is tied down and pull on the grapple handles so that the helicopter can fly off and out of your way.

Move onto the Fantastic 4 pad so that Mister Fantastic can change into a giant hammer and open up a crate on the deck to release a pile of pieces.

Assemble the pieces into a device and a control pad.

Use the control pad and move the cursor to the row of dots on the right side. Press the button on the screen until the color circuits on the far right light up. Then click on the middle row and finally the row on the left to get the power to the device.

The device activates and begins to open a warp hole. However, when Galactus attacks again, he alters the aim of the device. Quickly move to the left of the device and assemble a Captain America pad. Then stand on it and deflect the beam from the device so that it is aimed at the warp hole. Keep doing this to make the hole grow even larger.

The Bow Deck

The warp hole has been opened. Now you need to get Galactus into it. That is the job of the team on the bow deck. Use Magneto's magnetic powers on the blue object on the deck to raise a power generator.

Charge up Storm with lightning and then transfer the power to the transformer to raise some pieces up from the deck. Assemble these pieces into the beginning of a large globe.

Use magnetic powers to move some metal objects and free up more pieces. Then add those pieces to the globe.

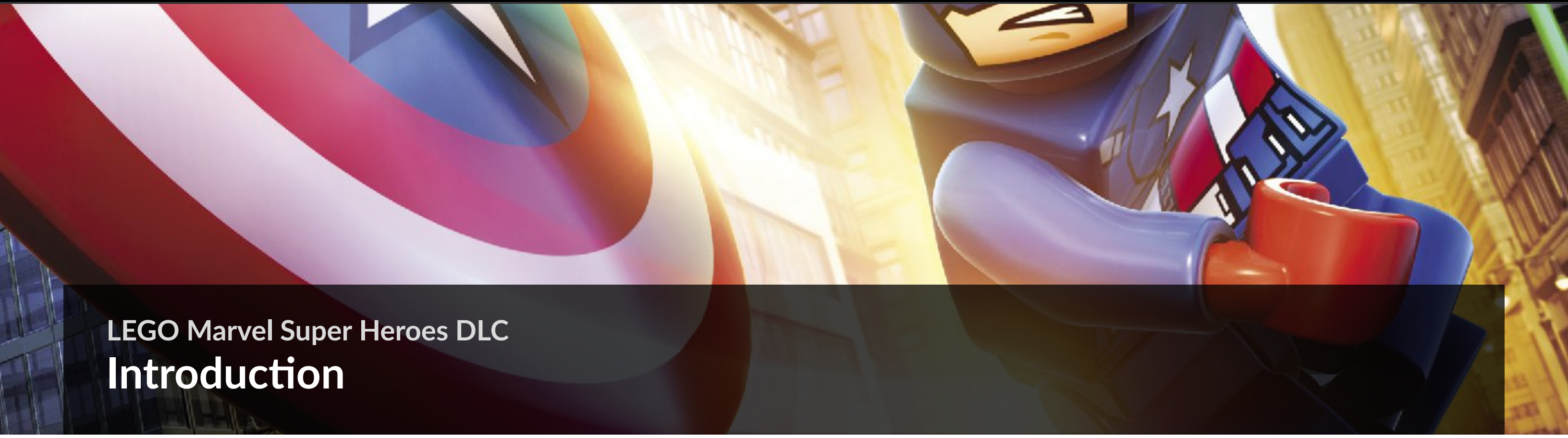
Destroy some golden objects to the left of the globe with Cyclops's optic blast. Then add more pieces to the globe.

There are more objects under some flames on the right side of the globe. Storm can put out the flames by soaring over them.

Once the fire is out, break up the objects into pieces and then use them to finish assembling the globe.

Green Goblin puts a candle on the globe and the Human Torch lights it. It looks like a treat for the devourer of worlds.

When Galactus bends down to take a bite, the Hulk and Thor pop out and give him a real surprise—a hit that sends him into the warp hole. The Earth is saved and the Story mode for the game is completed.



LEGO Marvel Super Heroes DLC

Introduction

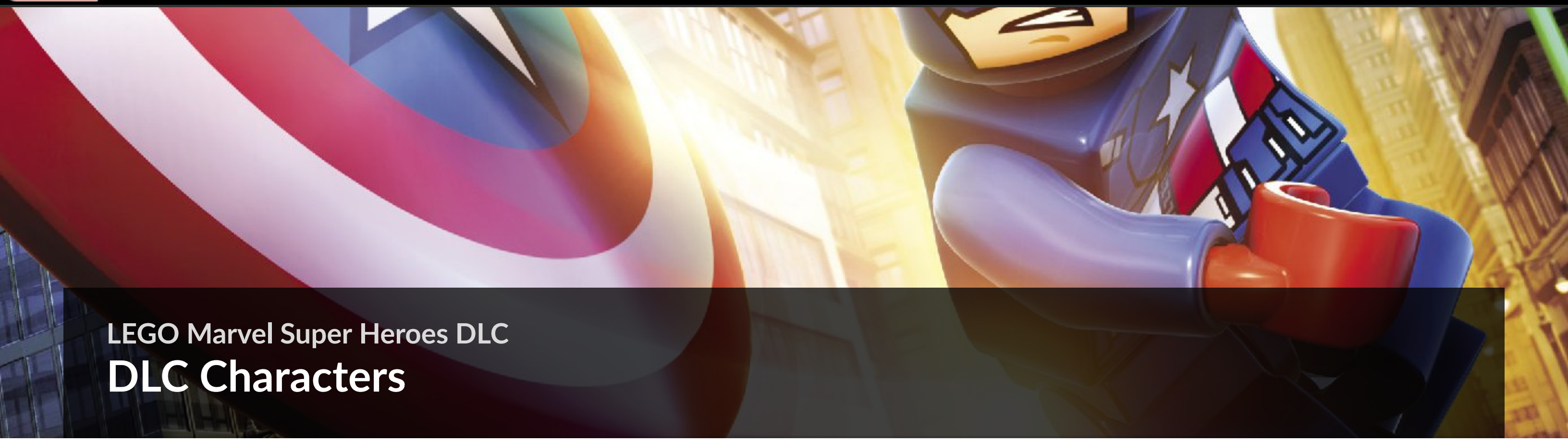
Whether you've already found every brick and minikit or are just starting your adventures, these fun DLC packs for *LEGO Marvel Super Heroes* will unlock new heroes and villains to preserve justice/wreak havoc as you romp through LEGO Manhattan. These additional characters are especially useful for the abilities that they afford you, so you can begin snagging Free Play goodies earlier than you normally would. Besides new characters, the Super Pack introduces two new vehicles to tear up the streets and skies with, as well as some new races to boot! Here's who and what you'll unlock with each pack.

Super Pack

Offering characters, vehicles, and races, the Super Pack is definitely super. You'll find yourself introduced to some new big LEGO characters, multi-talented flyers, and acrobats. Some are familiar faces and some are new to LEGO Manhattan. Included are Rick Jones, A-Bomb, Thanos, Beta Ray Bill, Dark Phoenix, Falcon, Hawkeye (Classic), Spider-Man (Symbiote), and Winter Soldier. With these heroes and villains are the two new rides: the Spider Buggy is a nimble all-terrain vehicle that tears through the streets; when you're done barreling through the boroughs by street, take to the skies on Hawkeye's Skycycle. After you've gotten the hang of your new toys, challenge yourself through the 10 new races spread throughout the island. Five of these require you to drive the Spider Buggy, while the other five require you to pilot Hawkeye's Skycycle.

Asgard Pack

With the alignment of the Nine Realms imminent, the Asgard Pack offers up a collection of new heroes and villains to roam the streets of Manhattan with. Included in this pack are two villains, the lumbering behemoth Kurse (Dark World) and the fiend Malekith (Dark World), the latter having a particularly useful ability set. In addition to the two villains are six heroes. The first and most useful of the group is Odin. Patriarch of Thor and King of the Norse Gods, Odin has a wide set of abilities that contrasts well with the nefarious Malekith. Jane Foster, Volstagg, Hogun, Fandral, and the acrobatic Sif round out the Asgard Pack's offerings.



LEGO Marvel Super Heroes DLC

DLC Characters

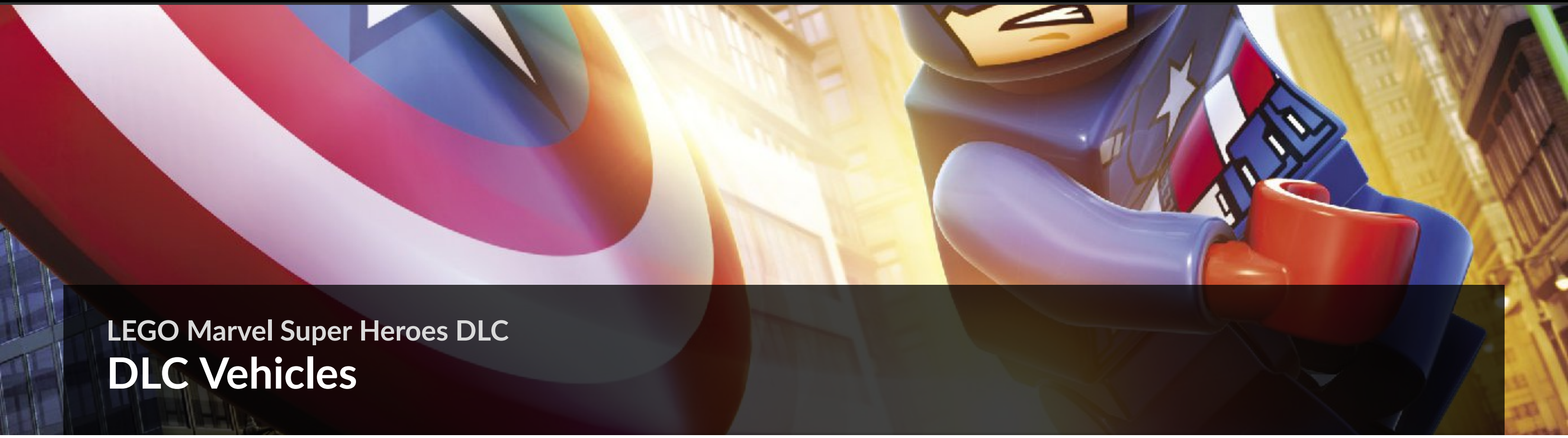
Whether you choose both DLC packs or opt for one over the other, if you happen to be starting out, all of the new characters are made available to you after completing Level 3: Exploratory Laboratory. Also, here you will find a quick reference table for what abilities are at your disposal with the new heroes and villains that have been added to your roster. Here is a breakdown of who brings what to the table when added to your team.

Super Pack DLC Characters

Icon	Name	Cost	Abilities
	Rick Jones	N/A	Acrobat,
	A-Bomb	N/A	Big, Cracked, Super-Strength, Projectile, Transform
	Thanos	N/A	Big, Cracked, Super-Strength, Projectile
	Beta Ray Bill	N/A	Cracked, Electricity, Flight, Projectile
	Dark Phoenix	N/A	Beam, Flight, Projectile, Shield, Telekinesis
	Falcon	N/A	Cracked, Electricity, Flight, Projectile
	Hawkeye (Classic)	N/A	Acrobat, Explosive, Grapple, Projectile
	Spider-Man (Symbiote)	N/A	Acrobat, Grapple, Projectile, Super Senses, Web
	Winter Soldier	N/A	Acrobat, Projectile

Asgard Pack DLC Characters

Icon	Name	Cost	Abilities
	Kurse (Dark World)	N/A	Big, Cracked, Super-Strength, Projectile
	Odin	N/A	Beam, Cracked, Electricity, Mind-Control, Projectile
	Malekith (Dark World)	N/A	Acrobat, Explosive, Grate, Invisibility, Projectile
	Jane Foster	N/A	None
	Sif	N/A	Acrobat,
	Volstagg	N/A	None
	Hogun	N/A	None
	Fandral	N/A	None



LEGO Marvel Super Heroes DLC

DLC Vehicles

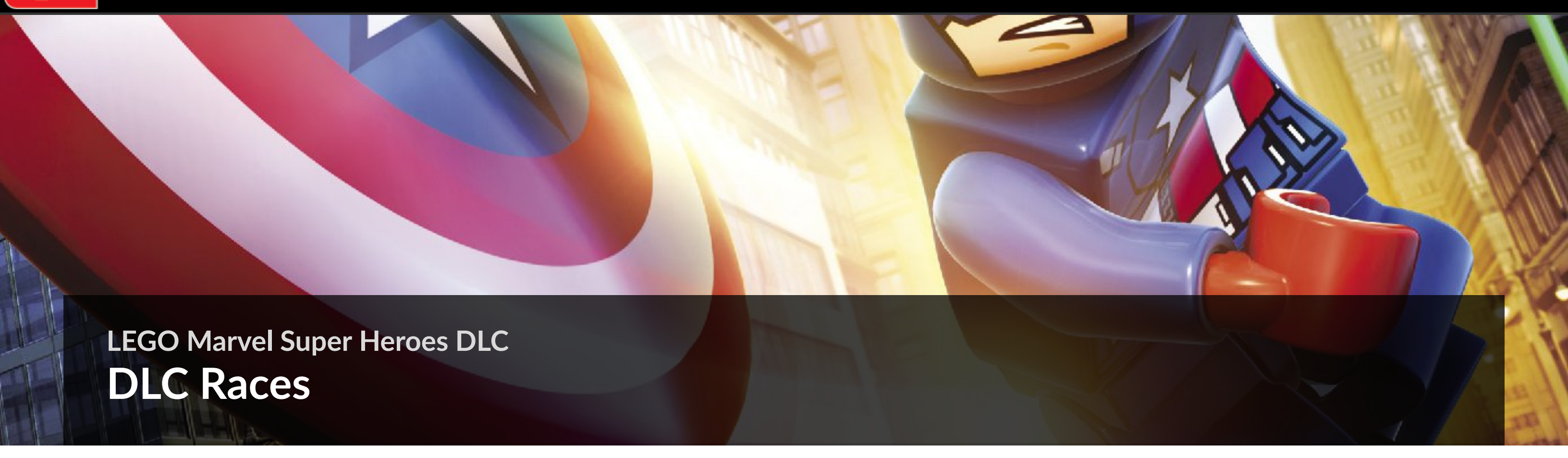
Note

The following content only applies to the Super Pack DLC.

After you've gotten acquainted with the new teammates added to your roster, you should take a moment to test-drive your two new rides, the first of which is a new land vehicle, the Spider Buggy, and the second being a new air vehicle, Hawkeye's Skycycle.

Super Pack DLC Vehicles

Icon	Name	Cost	Abilities
	Spider Buggy	N/A	Land
	Hawkeye's Skycycle	N/A	Air



LEGO Marvel Super Heroes DLC

DLC Races

Note

The following content only applies to the Super Pack DLC.

Along with your new wheels, you'll find a set of new challenges to undertake. Ten races have been added and spread throughout LEGO Manhattan. Five of these are land races that require you to race using the Spider Buggy, while the remaining five are air races that require you to pilot Hawkeye's Skycycle. Your reward for completing these races is a purple stud, along with any studs that you have earned along the way. These races can also be repeated over and over again, so use them to rack up a sizeable cache of studs early on. All of these races are accessible immediately after completing Level 3: Exploratory Laboratory, with the exception of Race 6, which becomes available after completing Level 4: Rock Up at the Lock Up.

Spider Buggy DLC Races

Race: 1

Location: Avenger's Mansion

Prerequisite: None

This race begins on the west side of the Avenger's Mansion, circling the building before exiting the grounds and heading east through the alleys of Washington Heights. Watch for heavy traffic as you race along the waterfront heading south. Soon, you'll cut through another alley that exits near the finish line.

Race: 2

Location: East Harlem

Prerequisite: None

Drive your Spider Buggy under the parking structure in East Harlem to begin this race. As you wind your way southwest, you'll pass through Central Park before heading north to finish the race near where you started.

Race: 3

Location: Yorkville

Prerequisite: None

Starting beneath the train tracks in Yorkville, you will rush north before doubling back and barreling through Central Park along the cobblestone paths. Exiting on the park's west side, you'll soon come to the finish line near Fisk Tower.

Race: 4

Location: Dockyards

Prerequisite: None

From the Dockyard Amphitheater, barrel over the pedestrian bridge and past Sanctum Sanctorum, cutting through some tight streets into Soho. Watch for the sharp turns down alleys as you make your checkpoints. The race ends in front of the Baxter building.

Race: 5

Location: Roxxon Power Station

Prerequisite: None

You'll find the starting line in front of the Roxxon Power Station. After driving up a set of stairs, put the pedal to the metal and head north, veering off the road occasionally before climbing the steps of Horizon Labs. After winding through the Industrial District, you'll find the finish line just east of Fisk Tower.

Hawkeye's Skycycle DLC Races

Race: 6

Location: The Raft

Prerequisite: Complete Level 4: Rock Up at the Lock Up

This aerial race begins atop The Raft, jetting south and over Manhattan Island. As you pass over the island, your path will follow the train tracks west before heading north and passing the Avenger's Mansion. Next, tear past the west side of the X-Mansion and into the underground hangar, where you'll find the finish line.

Race: 7

Location: Marvel Comics H.Q.

Prerequisite: None

Starting on a balcony to the west of the Marvel Comics H.Q., take Hawkeye's Skycycle for a spin around Stark Tower and past the Baxter Building before passing over Central Park. After whipping around the west side of Fisk Tower, be ready to fly low along the street through some underpasses until coming to an end near the Bifrost.

Race: 8

Location: Empire State Building

Prerequisite: None

Starting high above the city atop the Empire State Building, expect to achieve terminal velocity quickly as you dive toward the ground. The first several checkpoints are spaced out, so take advantage of the momentum until you rip past the Baxter Building and over Central Park. Keep low until you approach Fisk Tower, where the race will head north over the train tracks toward the finish.

Race: 9

Location: Daily Bugle

Prerequisite: None

From the roof of the Daily Bugle, this race takes you through the tight confines of Times Square rushing past Oscorp on your way west toward the Roxxon Power Station. After encircling Roxxon, you'll head back into Times Square, passing by the Empire State Building before bringing the race to an end atop Grand Central Station.

Race: 10

Location: Financial District

Prerequisite: None

On the southern tip of LEGO Manhattan, this race begins atop a nondescript building. Heading east toward the Brooklyn Bridge, expect to head north through Little Italy as you pass the Queensboro Bridge, soaring over some high rises in the process. As you enter Yorkville, you'll cut west and pass over Central Park before crossing the finish line wedged between two brick buildings on the Upper West Side.